YOUR SINCLAIR

October 1989 Number 46 £1.60 With Complete Game

Win! A Camera! Three Porsches! A Hi-Fi!



Speccy Exclusive!! Ghouls And Ghosts!

Altered Beast!

YS SMASH TAPE 22

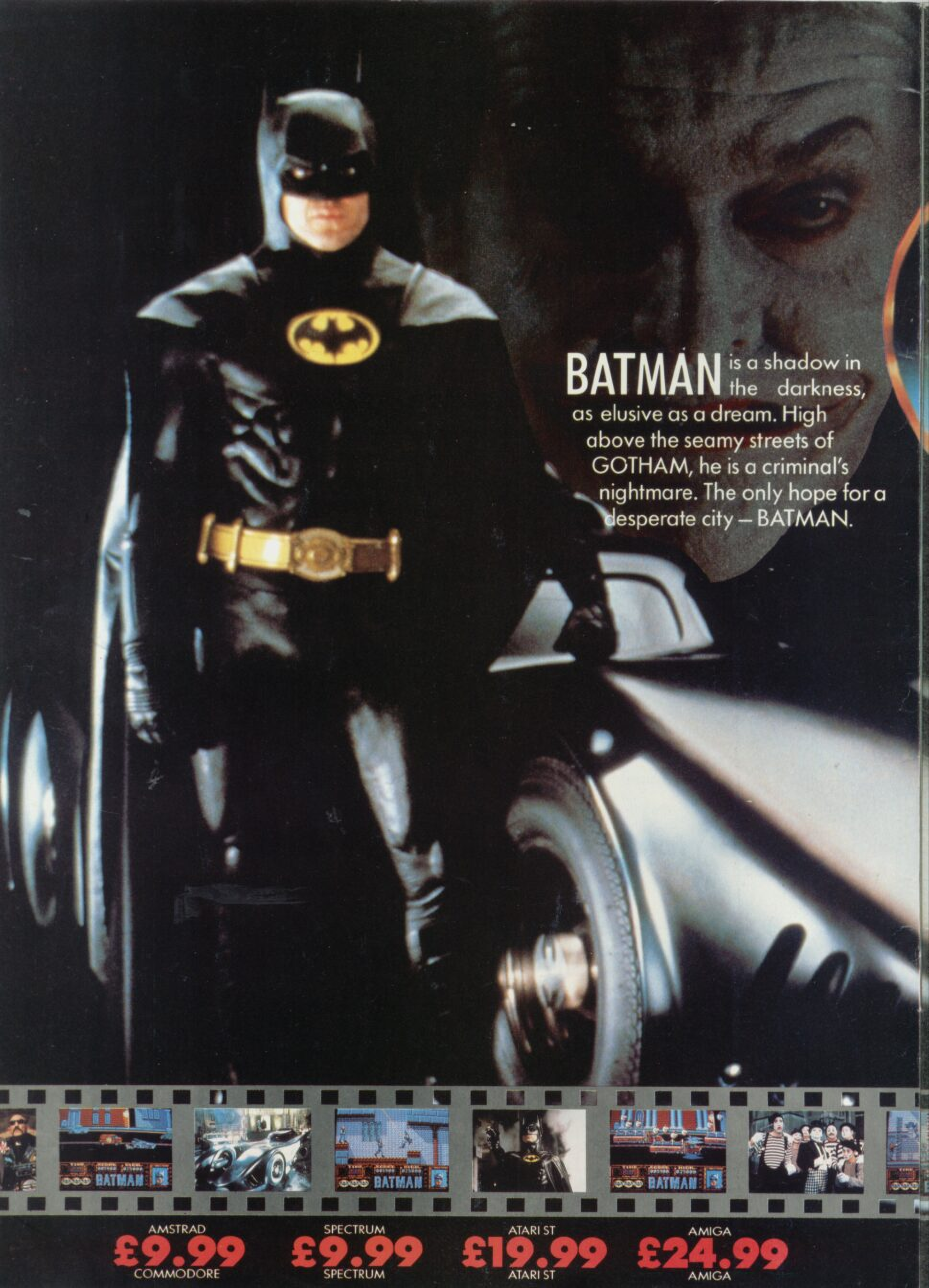
Can you see this writing?
If not, go to a). If so, go to b).

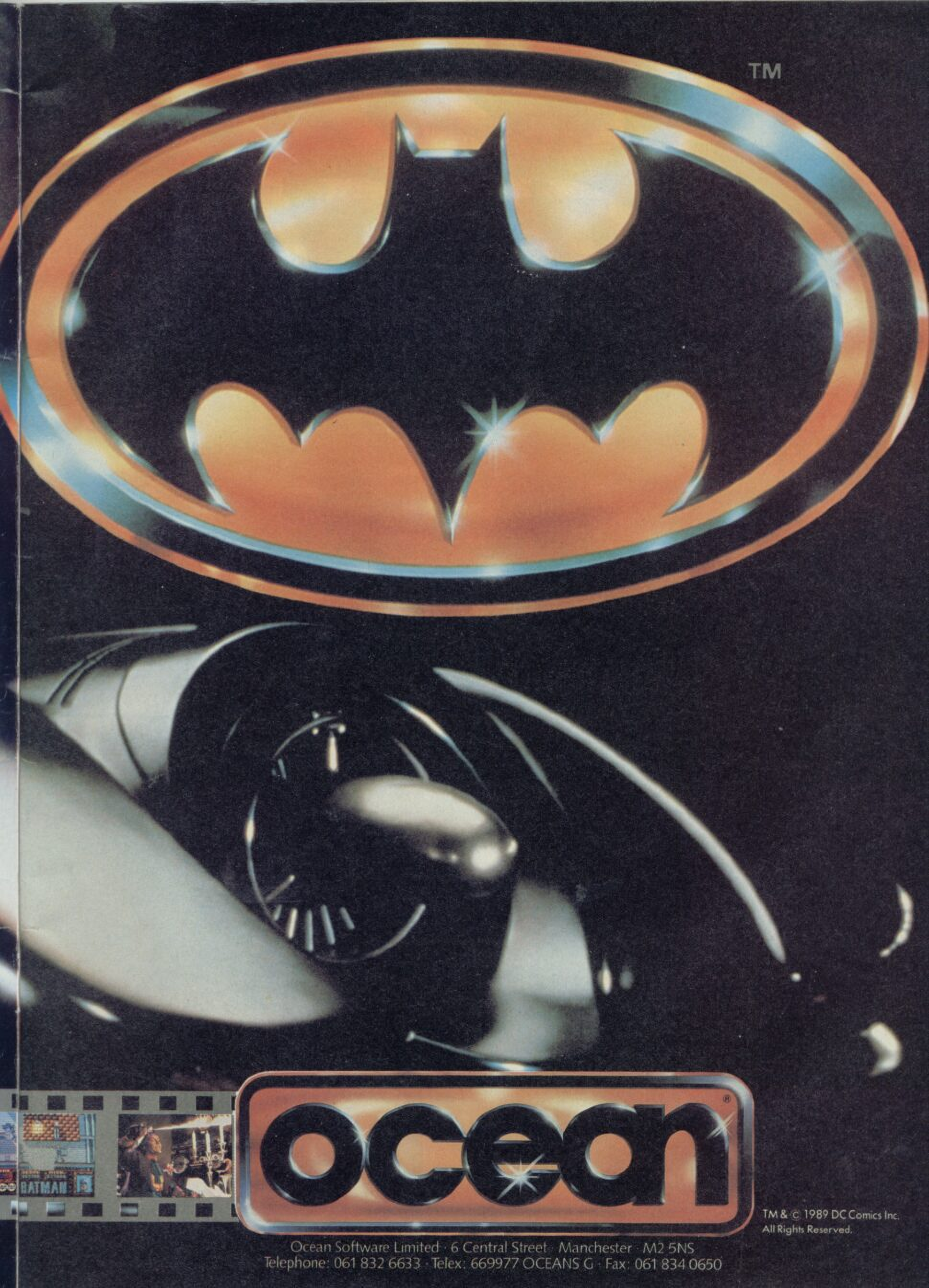
a) Your Smash Tape is in place as it should be. You can't see this message, but that's alright 'cos all's well with the world.

b) Oh dear. The nice man at the counter is obviously keeping it safe for you. Better make sure you pick it up before you leave the shop!

Dragon Spirit • Chase HQ • Dynamite Dux • Operation Thunderbolt • The Untouchables • Galaxy Force • Strider •

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GAMES MACHINE
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"The feeling of speed is brilliant."
"Incredibly realistic driving simulation."
"The hills and dips are so plausible that a hint of queasiness mixes subtly with the excitement."
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Yippee! A new season of TV progs, a new season of ads! So, not to be outdone, here's the "We've met before, she can't resist my coffee" edition of



Pssst

Programmers, They're A Funny Old Bunch



Ever wondered what the programmers of your favourite games look like? Well, we were rummaging about a bit in the Pssst Information Snippet Box when we came across this piccy. This is Anthony Taglione (that's the one with the specs) and Pete James, programmers of Mirrorsoft's forthcoming *Bloodwych*! Like the game, they're pretty bloomin' spooky (apart from their haircuts). The boys are seen modelling the essential fashions for exploring the bowels of Castle *Bloodwych*! Said Anthony, "I wouldn't be seen dead in any castle bowels unless I was sporting a black T-shirt." "That's right," chirped in Pete. "Mind you, I always enjoy employing accessories to complete an outfit. Here, I've quite simply stapled a fox to my helmet." "Yes," agreed Anthony, "and I've innovated a bit by affixing two candles to my back." "Right," Pete added, "and my useful ET-type forefinger will come in handy if a bit of spell casting is required." Weird or what!?



Anything Can Happen In The Next Half Paragraph!

Yep, it seems that Gerry Anderson was well pleased with Grandslam's conversion of his *Thunderbirds* 60s TV show, 'cos he's given the company the licence to publish games based on his other creations. The most likely contender will probably be *Captain Scarlet*, due out in about a year's time.



Gerry is also interested in introducing a new range of *Thunderbirds* fashion accessories. Here he is, trying to sell us the idea of some rather natty *Thunderbirds* earrings. Hmm, we'll take a rain check on that one, Gerry, but we look forward to the games.



THE GOLD BLEND ADS – THE STORY SO FAR

Not that anyone with more than three brain cells to rub together would really care, but we're going to tell you anyway. We were told (by someone in our 'local' who's working on this crap-but-successful ad campaign) exactly what's going to take place in the on-screen 'romance'. You may have seen the one in which 'she' announces to 'him' that she's buzzing orf to Milan – followed by the exchange of a smouldering gaze that looks as if it might turn into a bit of a snogging session. Well, 'she' does go to Milan. And guess who 'she' bumps into? Only 'him'!! He's tracked her down you see (romantic and extremely irritating scamp that he is), and she gets all swoonsome and wibbly. Until, that is, she realises that she can't offer him any Gold Blend – quel disaster! But it's okay in the end, 'cos guess what he's brought with him? That's right – the Gold Blend! Hooorah for the gimpy prat! We'll let you know how the plot's going to develop elsewhere on these pages...

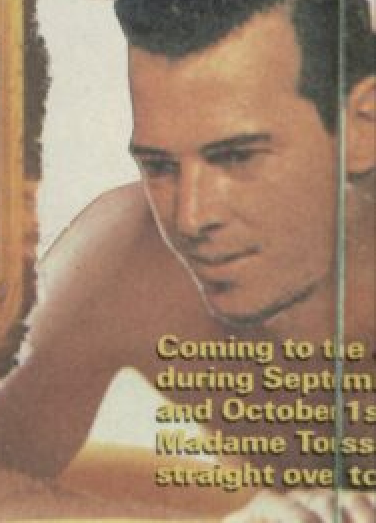


GAMES full price

This Month	Last Month	Game/ Publisher
1	(1)	*Robocop*/Ocean
2	(5)	*Dragon Ninja*/ Ocean
3	(10)	*Silkworm*/Virgin
4	(2)	*Forgotten Worlds*/ US Gold
5	(9)	*Crazy Cars 2*/Titus
6	(4)	*Run The Gauntlet*/ Ocean
7	(NE)	*Kenny Dalglish Soccer Manager*/ Cognito
8	(NE)	*Operation Wolf*/ Ocean
9	(NE)	*Red Heat*/Ocean
10	(6)	*Emlyn Hughes International Soccer*/Audiogenic

budget

This Month	Last Month	Game/ Publisher
1	(NE)	*Green Beret*/Hit Squad
2	(NE)	*Yie Ar Kung Fu*/Hit Squad
3	(5)	*Daley Thompson's Decathalon*/Hit Squad
4	(2)	*Enduro Racer*/Hit Squad
5	(1)	*Potstman Pat*/ Alternative
6	(NE)	*Saboteur 2*/Encore
7	(NE)	*Wulf Pack*/Blue Ribbon
8	(7	*Rambo*/Hit Squad
9	(NE)	*Game Over*/ Alternative
10	(NE)	*Treasure Island*/Code Masters



Coming to the
during Septm
and October 1s
Madame Touss
straight over to

THE GOLD BLEND ADS – THE SAGA CONTINUES

'He' and 'she' are both in Milan, having a brilliant time and getting through 15 gallons of Gold Blend every day. Then, all of a sudden, they run out. Disaster – they no longer have a 'conversation piece'. 'He' bravely volunteers to get a plane back to England to buy some more but then 'she' suddenly gets all tearful. "I can't bear it," she weeps, "even though I'm an independent career girl. Please don't go."

"Don't worry, I'll only be gone for a day," he replies, gently wiping the tear from her left cheek with a brush of his index finger. "After all, this is an emergency."

She releases his sleeve, and for a brief second they look as if they're going to start snogging again – but he slips away, accompanied only by the sound of her muffled blubbing.



Radio *YS* Part II

YS has hit the airwaves once again, this time on Philip Schofield's Thursday show on Radio One! *YS* reader 'Muscles' Malone had written to Philip, requesting him to play our very own Whistlin' Rick Wilson! This Philip duly did, and only sang along with it! "Hold my hand very tightly, hee hee, ooooo-wo-ooo-oo-ooh! We're all getting down here!" said Philip. "I'm suing!" said Whistlin' Rick. "They're both crazy!" says Pssst.

EVERYTHING (ELSE) IS LESS THAN *ZERO*!!

ZERO

Oo-er, I've got a big thingie!!

Yes, you most certainly have, and it's stuck to the back of your *YS*! This month *Your Sinclair* comes complete with a free tape stuck to the front (as usual) and a free 16 page booklet thingie stuck to the back! Ber-limey! What's it all about then?

Well, it's called *ZERO* and it's most certainly NOT all about Speccies. Commodore Amigas, yes. Atari STs, you bet. PCs, Archimedes, Nintendos, Segas, PC Engines, Konix consoles, definitely.

Basically, what we reckoned was that although plenty of Specchums are starting to upgrade to new whizzo 16 bit computers and consoles, there wasn't a decent magazine for them to upgrade to. Now there is. Corks!

So, *ZERO* will be like a sort of snazzy version of *YS* dealing with all the posh machines. It'll have the same sense of humour and a lot of familiar faces working on it (Dunc, Sean, Macca, Marcus, Mike G, T'zer and even guest appearances by Matt, Jackie and Davey). It'll cost £1.50, the first proper issue will be out in mid October, and it's gonna be skill. Watch out for it!



THE GOLD BLEND ADS — THE SAGA CONTINUES EVEN MORE

'He' has made it to England, filled his empty suitcases with Gold Blend, and is on the return flight to Milan when the Captain's quiet-but-firm voice rasps forth from the intercom.

"This is your Captain speaking. We have total engine failure. Don the life jackets supplied and adopt crash positions. I repeat, adopt crash positions."

He dons his life-jacket and, as he adopts the crash position, a series of flashbacks occurs (in soft focus).

... "Have you met your new neighbour?"

"She's, um, popped in for some coffee."

... "You're late – we're on the dessert. Oh, you've met."

"Yes, we share the same taste in coffee. She can't resist me."

... "I'm going to Milan."

"That's terrible ... they don't sell Gold Blend in Milan."

... "What are you doing here in Milan?"

"I brought you some coffee."

... "Please don't go."

"I'll only be gone for a day."

The word 'day' echoes out, the focus hardens and the camera pans back to show the aeroplane (DC10, fact fans) breaking up as it hits the Mediterranean sea at an angle shallow enough to indicate that there might be survivors. But is the coffee safe?

YS Goes To The PC Show!



...e capital ...ember 30th ...r 1st? Then never mind any of that ...ussaud's waxwork malarky. Leg it ... to Earls Court, 'cos it's that PC

Show time of year again! We'll be on Stand 3439, so come along and see the latest software releases, play the latest coin-ops, and, most importantly, meet the team from your favourite mag! See ya!

T'ZERS

- The first of Domark's New Year releases that we've heard of will be yet another Tengen coin-op licence (surprise, surprise!). This one's called *Cyberball* and it's a version of American football, only this time played with robots! Out early next year, Domark will be hoping the mechanical theme will bring it the same success as *Xybots* did, surely the best Tengen conversion to date.
- Remember the competition we ran in Pssst back in the June '89 issue, the one in which you had to send in all your trivia-type questions to Audiogenic hoping it'd find room for them in its new *Emlyn Hughes Arcade Quiz*? Well, did it get any entries? Norralf — only about 16 squillion of them! They're still flooding into the pokey Audiogenic offices even as we speak! The game should be out for Christmas, and since the company's planning to use a whole barrel-load of your entries as questions in the game itself there should be quite a few early Chrimby prezzies winging your way pretty soon. Corks!
- For a long time it's concentrated on oddball licences like *Thunderbirds* and *Hunt For Red October*, but now Grandslam is dipping its fingers into the arcade conversion business. First up will be *Scramble Spirits*, a Sega licence being converted to the Speccy by Teque, who's done loads of work for Grandslam in the past. Should be interesting to see what it makes of it...
- Hurrah! Accolade, an American outfit best known for its fine 16 bit sports sims, is stepping up its European operation, and that involves Speccy games. First up will be *Test Drive 2: The Duel*, a rolling road driving sim featuring what are quite possibly the two fastest road cars in the world (outside of Davey's 'almost finished' Triumph Herald and Duncan's left-hand-drive Beetle of course). The cars are the Ferrari F40 and the Porsche 959, both 200 mph vehicles, which you can race head-to-head against each other, against another identical car or against the clock. There are various courses, through canyons, mountains, deserts and forests to compete on, as well as normal road hazards like potholes, oil slicks and — eek! — head-on traffic! You'll be able to buy add-on packs of extra cars and different routes to spice things up later.
- *Rock'n'Roll*! It's from Rainbow Arts! It's coming out in October! And it's got balls in it! Just like *Spherical*, the one they're bringing out this month! Actually, it's not really that much like *Spherical*, 'cos that didn't have a cute, yellow, furry ball thing as a hero, or a 'groovy' rock'n'roll soundtrack either — and this one does! Blimey O'Riley!

Pssst

YOWSA! IT'S THE CHEETAH LIGHT GUN!!

You remember the massive review we did of Amstrad's new Light Phaser offering last ish? Well, ever since we wrote that, joystick people Cheetah have been saying, "Ho ho ho. Just wait 'til you see our new Defender light weapon! It's miles better than the Amstrad jobby!"

Hmm. Pssst isn't allowed to have a proper go with it until the bundle of six games is totally finished so we'll just have to wait and see. What we can tell you is that those loveable Codies are working on the game pack, which will include such titles as *Bronx Street Cop* and *Advanced Pinball Simulator*. Blimey!

FIVE (FIVE!!!) LICENCE TO KILL ALBUMS TO BE WON!!



James Bond is back for the sixteen trillionth time and Pssst has got a little 007 compo to celebrate his return!

Domark is rather chuffed with its successful small screen conversion, so it's donated five copies of the soundtrack album. To get a chance to win one, what we want you to do is match the cars Bond drives to the movies he drove them in. Simple, non? Just draw some lines linking the cars to the films on the form, jot down your name and address and post it to If You Kill Me, 008 Will Follow Compo, YS Compos, PO Box 1509, Enfield, Middlesex EN1 1LQ by 31st October 1989.

Grey Aston Martin DB5	For Your Eyes Only
Yellow Citroen 2CV	You Only Live Twice
Red Ford Mustang Mach 1	Goldfinger
White Toyota Sports Car	Diamonds Are Forever

Name ....

Address ....

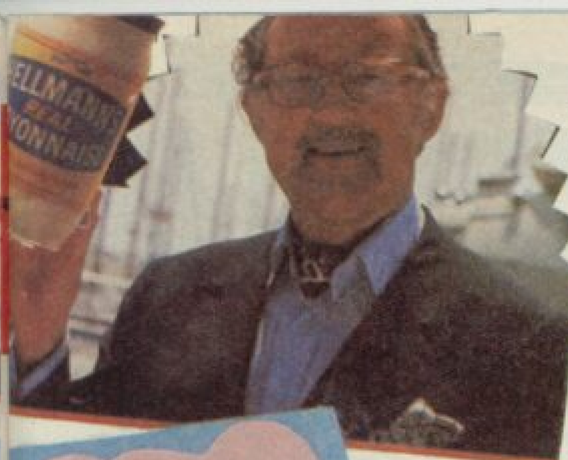
.... Zip ....

Readers Chart

Top Ten Animals In Adverts

1. The Fruitbat in the Fruit Gums ad. (Mmmm!)
2. Dulux Dog. (Oooh!)
3. Esso Tiger. (Roar!)
4. PG Tips Monkey. (Eeeh!)
5. Arthur the Cat. (Achoo!)
6. Andrex Puppy. (Aaah!)
7. The Peperami Pirhanas. (Urgh!)
8. The Kia-Ora Crows. (I'll be your dawg!)
9. Anchor Butter Cows. (Mooh!)
10. Bob Geldof. (Eh?)

Top Ten Animals In Adverts came to you courtesy of Miriam Nugent from Tipperary.



THE GOLD BLEND ADS – THE PENULTIMATE CHAPTER

'She' hears of the crash via a news flash, rushes from the hotel, jumps into her speedy rented Lambourgini and heads off for the crash site at about 170 mph. As she screeches round the dangerous mountain roads, the words "I'll only be gone a day" echo in flashback style. Soon she reaches the beach, where all the 'action' has happened. Forcing her way through the crowds she gets to the shore and approaches a 'Red Adair' type troubleshooter.

"He only went to get some Gold Blend" she sobs, almost hysterically.

Suddenly a hand rests on her shoulder. She slowly turns to see a rather wet but grinning 'him', holding a jar of Gold Blend.

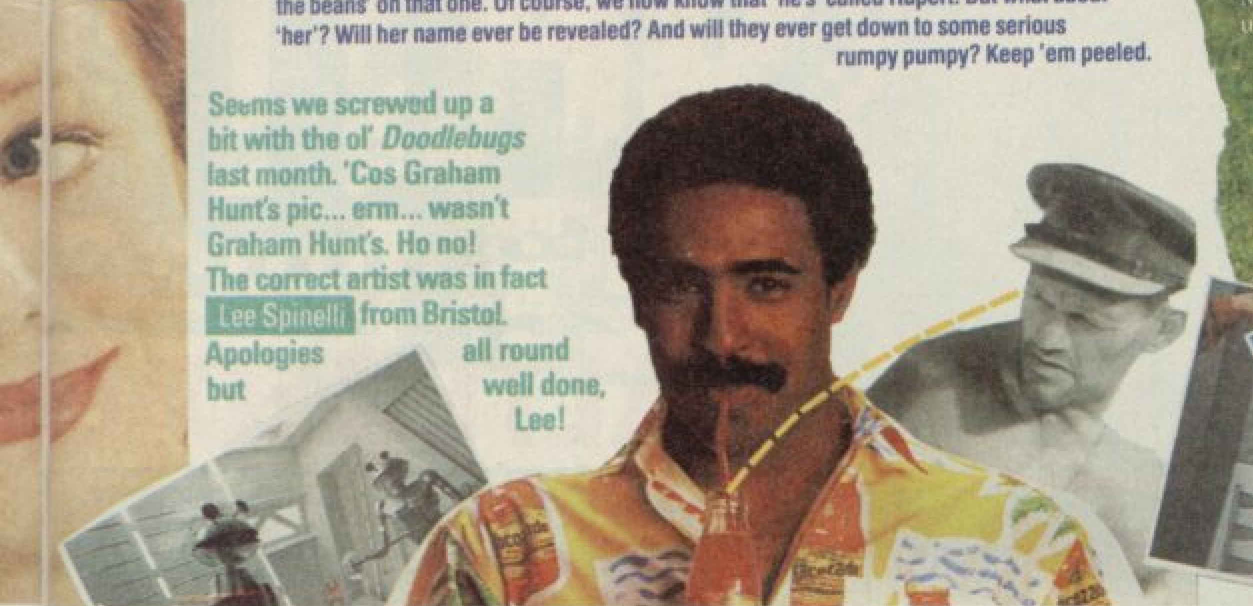
"My place or yours?" he quips, shaking the coffee.

"Oh, Rupert... I thought you were..."

"He saved the life of everybody onboard, miss," interrupts the troubleshooter. "I think he deserves that 'coffee' now."

The scene fades, ready for the final chapter. Unfortunately we're not allowed to 'spill the beans' on that one. Of course, we now know that 'he's' called Rupert. But what about 'her'? Will her name ever be revealed? And will they ever get down to some serious rumpy pumpy? Keep 'em peeled.

Seems we screwed up a bit with the ol' *Doodlebugs* last month. 'Cos Graham Hunt's pic... erm... wasn't Graham Hunt's. Ho no! The correct artist was in fact Lee Spinelli from Bristol. Apologies all round but well done, Lee!



TRAINSPOTTERS THROUGHOUT HISTORY

A Series In Conversation With Some Of The World's Greatest Trainspotters

No 198754320786 Dusty Fleming

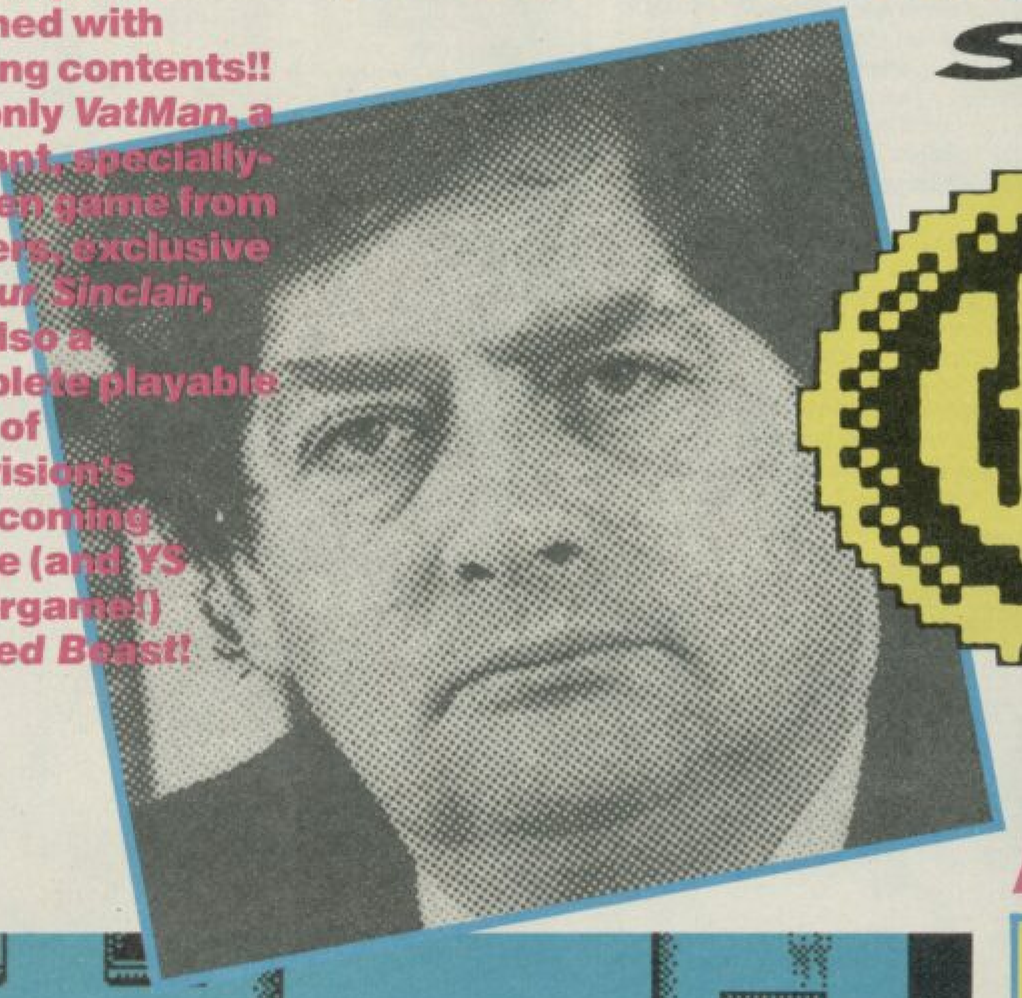


Hi there, dudes, I'm Dusty Fleming. You've probably seen me on the telly in my role as 'International Hairdressing Troubleshooter To The Stars'. You know, in those two hair product ads in which the actress performs her own stunt and her hair loses its grip? Hold it! Cut!! Call in Dusty. Heh, heh. Trainspotting? Oh yeah, I've done some of that. In fact, I got my first break in coiffure troubleshootin' thanks to my trainspottin'. I got employed by the Amtrak Railroad Company to avoid any rail hairdressing catastrophes! Pardon me a moment... "Dusty calling the 7.15 New Mexico Express. That's one heck of a bouffant, boys, keep it up!" Now, as I was sayin'... Hey, wait jus' a doggorn minute! "The 8.20 Santa Fe driver's hairstyle's comin' adrift! I want emergency gel on full standby at El Paso!" Gee! That was close! Heh heh, sorry about that, now where was I? D'you know, I once had to be lowered from a moving helicopter on to a speeding locomotive? A driver's quiff had collapsed and was obstructing his vision! Phew-wee-dagnabbit, if I didn't have ter go in there, armed only with ma comb and a can of styling mousse to put things right! Yep, hairdressin' troubleshootin', it's a man's life. Those actresses! They're all crazy 'bout me, I'm telling you. Crazy! Yee-hah!

Well, poke us with a wibble stick, if Smash Tape No. 22 isn't pack-jammed with corking contents!! Not only *VatMan*, a brilliant, specially-written game from Players, exclusive to *Your Sinclair*, but also a complete playable level of Activision's forthcoming biggie (and YS Covergame!) *Altered Beast*!

YS SMASH T

STARRI



VATM

AND FEATUR

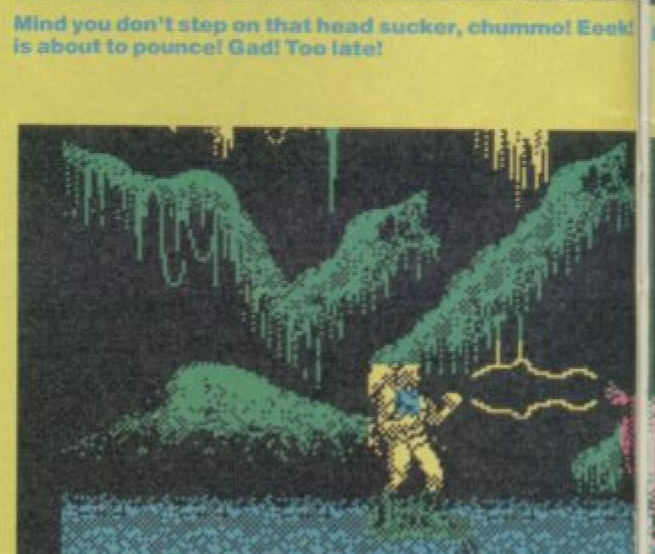
ALTERED B



This is for you, son of Notty Ash! Ooops! Watch out for that granny!



Mind you don't step on that head sucker, chummo! Eeek! is about to pounce! Gad! Too late!



Cor! Who's this geezer in the purple frock!? Eat Doc Marti CRACKLE! SIZZLE! EAAREEAARGH!

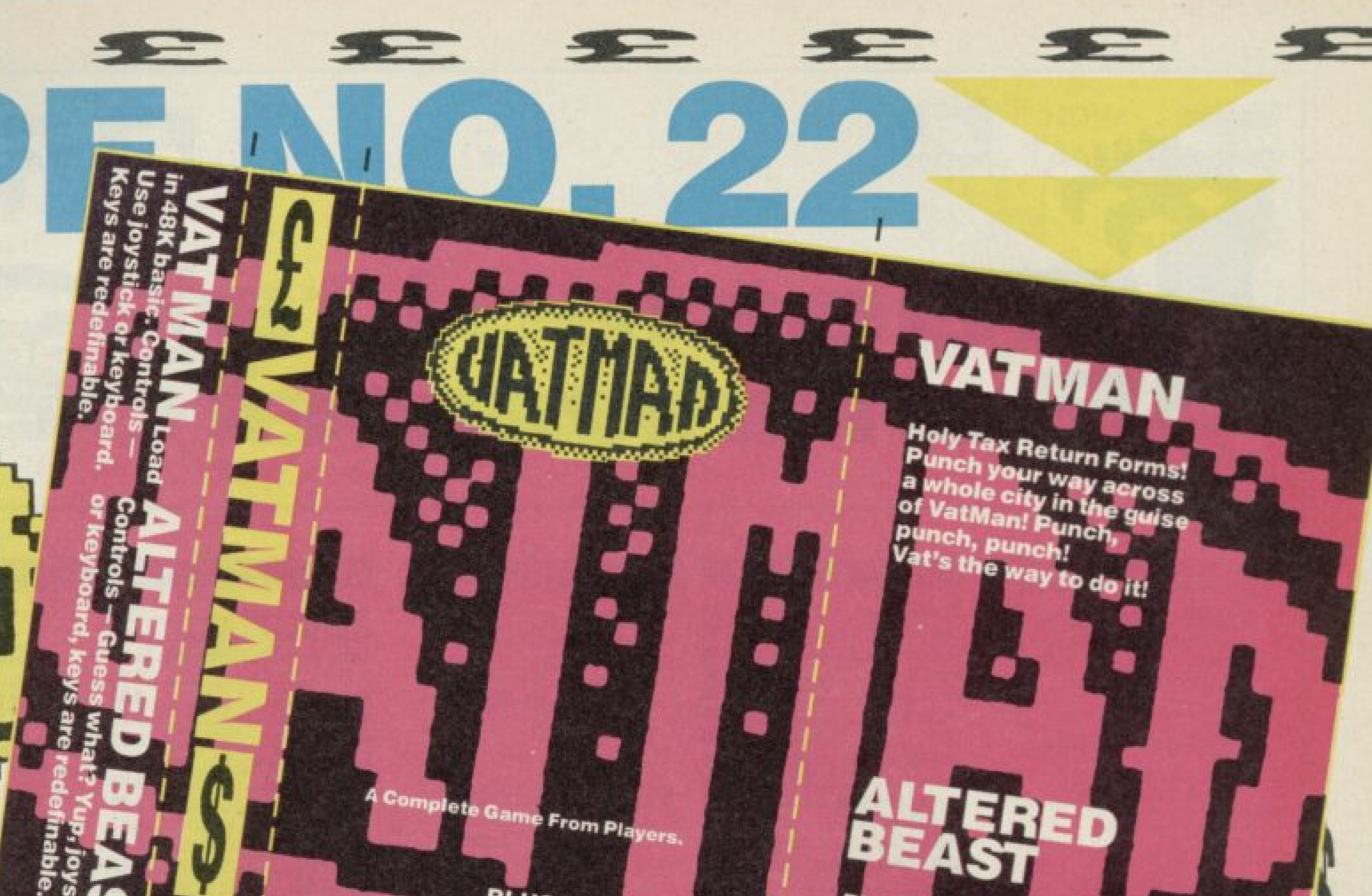
VatMan
Players

Bored with the hype? Then try this for size... na na, na na, na na, na, na, *VatMan*! Whaddya mean you've never heard of him!? VatMan's real name is Eric Jones, and basically he's sworn to rid the world of tax swindlers — so watch out Doddy!

Load up the tape and you'll get to play *VatMan* on a normal working day! There are three trillion tax-swindling thugs to be punched out, and then their leader to defeat! But watch out for the innocent old ladies out doing their weekly shop! Punching them in the moosh depletes your VAT powers, whilst collecting VAT enhancers replenishes them! Remember, you're trying to punch your way across the city, so we hope you don't find it too taxing! Hem, hem.

TAPE NO. 22

NG



RING

BEAST



k! That white wolf



ti.., pal!

Altered Beast

Activision

Cor, look what we have here! Only one complete level of Activision's PC Show biggie, *Altered Beast*. Yep, it's on the cover and it's Megapreviewed in this very issue. Now you can see just how colourful it is and how massive those sprites really are. This is the whole of Level Two. It's got howwid head suckers, wolves and one massive snake! Give three white wolves a swift kick (*Don't try this one at home, kids. Ed*) and their souls will come out and float about a bit. Grab three of these and your man will turn into a fire-breathing, force-field-protected dragon! Just the biz for sorting out that horrible eyeball beast at the end of the level! Once you get there a trapdoor opens in the ground and this sort of bald geezer appears and commands all the souls you've captured to go down to the underworld. Lummox! It's well weird!

This is your mugshot. Collect a white wolf soul and it'll change colour. Collect another and both you and the pic will change shape!

I'm a soul man. Erm, actually, I'm not. I've turned into a dragon!

A soul.



Tape Trouble

If your free tape is giving you gip or your demo is dicky, then don't fret, ducky, just put it into a strong envelope with an sae and send it to *YS* Smash Tape Troubles No. 22, Interceptor Limited, Mercury House, Calleva Park Industrial Estate, Aldermaston, Berks RG7 4QW. Hey presto, in two shakes of a lamb's tail (or thereabouts) you'll receive a sparkly replacement tape on your front door mat! Hurrah!

NOW TAKEN

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ALTERED

Werewolves, dragons, tig
just the main character!
hard look at Activision's

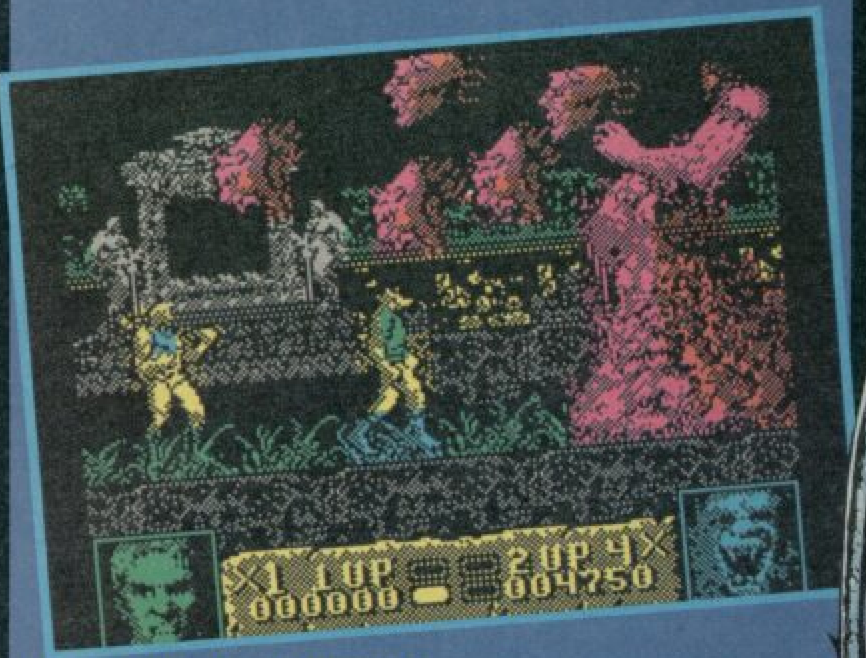
When the going gets tough, the tough get... altered? This was what happened in Sega's smash hit arcade game *Altered Beast*, a left to right scroller with a difference. And what was this difference? Only that your main sprite visibly transformed itself from a normal sized chappy into increasingly large musclemen and then bizarre semi-mystical creatures! This was, of course, the main point of the game, and, by Jiminey, if each of these strange creatures hasn't been successfully transferred to the Speccy! Unfortunately, the subtle change from average guy to muscleman has been omitted but you wouldn't have been able to see the difference in Speccy-vision anyway.

The coin-op plot was simple. You played a young chappy raised from an early grave by a mysterious magician and sent on a mission to rescue his daughter. All you had to do was keep punching, kicking and jumping, and remember to pick up power-up balls to make your transformation. If you'd got a mate with you you could play it in two player mode — a feature that's been brought over to the colourful, large-sprited Spectrum version along with every other important aspect of the game. Here's how...

ABOUT THE COIN-OP

Sega's five level horizontal scroller first appeared in British arcades around the time of the PC Show last year. And, boy, did it cause a stir. In fact, Activision had a couple of these machines in its offices even then, so they'd snapped the licence up very early. The plot was the same as the Speccy version — you played a dead chap who'd been brought to life by a wizard in order to go and rescue his captured daughter. Pretty standard stuff, as was the scrolling platform beat 'em up format. Where the game was different was in the bizarre and impressive graphics. In *Slots Of Fun*, Ciaran likened it to a computerised version of the Michael Jackson *Thriller* video, with the hero getting increasingly mutated as things progressed.

The coin-op looked very impressive from the word go, with nice large sprites and colourful backgrounds (ranging from swamps to



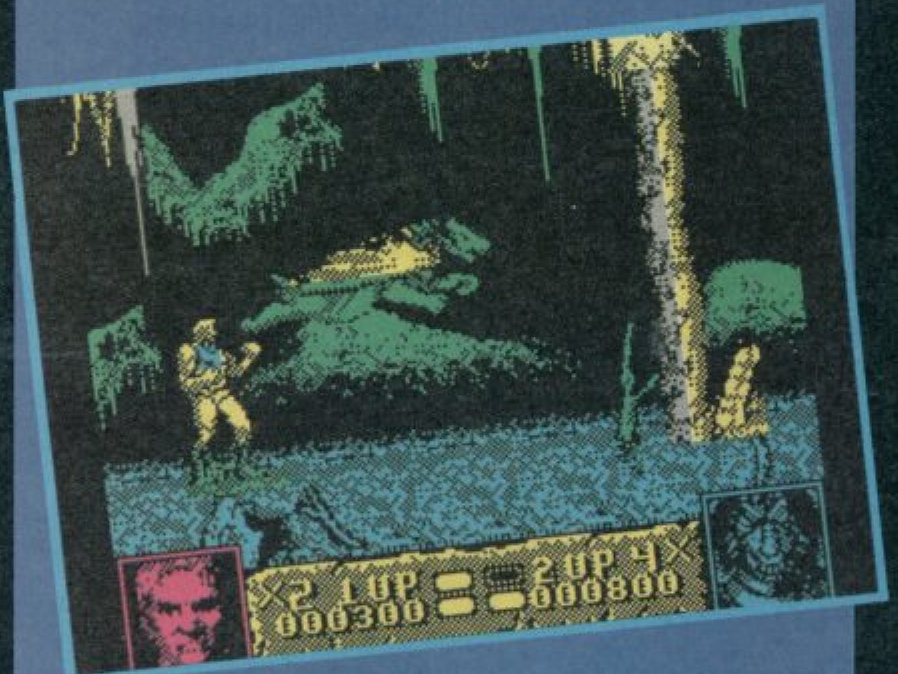
LEVEL ONE The Graveyard



Way-hey! The start of the game! Here comes the wizard now. He raises you from the dead, tells you to rescue his daughter and promptly disappears again. Surprisingly you don't look too bad for a geezer who until recently has been pushing up the daisies, but — uh oh — too bad we can't say the same for these guys! They're zombies (two different sorts of them) and they've been similarly re-animated by the evil forces to get in your way. They're not the only ones though. Large griffins fly over and swoop down on to your head, a large fighting man attacks you and blue wolves snap at your heels. There are the occasional white wolves too — give these a few hefty kicks and they die, leaving behind a floating spirit ball. Get three of these and you turn into the first 'altered beast' — a **werewolf**. In this form you not only get to punch, kick and what have you, but shoot fireballs from your mouth.

Finally, there's the end-of-level nasty and he's, erm, strange. He's bloomin' massive for a start, the size of the entire screen (there are no small sprites in this game). He's also one mega-ugly mutha — a massive, wibbly, red blob with a human head on top who throws out other spitting heads at you. Blimey!





LEVEL TWO The Forest



This level is described as a forest, but in fact it's more of a swamp, the ground being flooded with water. Nasties include a giant snake which travels from top to bottom of the screen (in and out of the trees), the griffin (again) and head-suckers, which are ugly frog-like mouths that jump on you. There are also the rather rude-looking tail-swishers which waggle from left to right at you. To take them all on, you turn into a **flying dragon** — larger than human size — which comes equipped with forward firing beams and an all-round force field to kill baddies. At the end of the level there's another bizarre villain — a giant oyster monster that chucks eyeballs (!?) at you! Yeeuuch!



LEVEL THREE The Cave



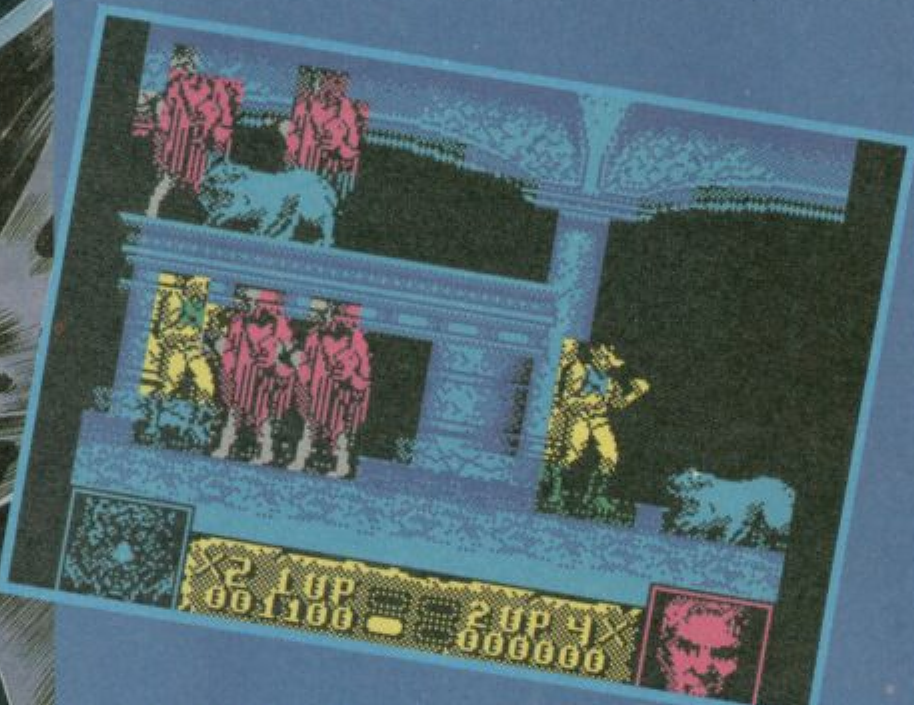
Down underg
man from Lev
time by giant
on your head
wolves (whic
turn into a b
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magicians ap
force bolts, a
griffin and a
The giant en
but this time full screen size — whic

ige rs and bears — and that's
! Matt Bielby takes a long
's Altered Beast conversion.

BEAST







LEVEL FOUR The Temple

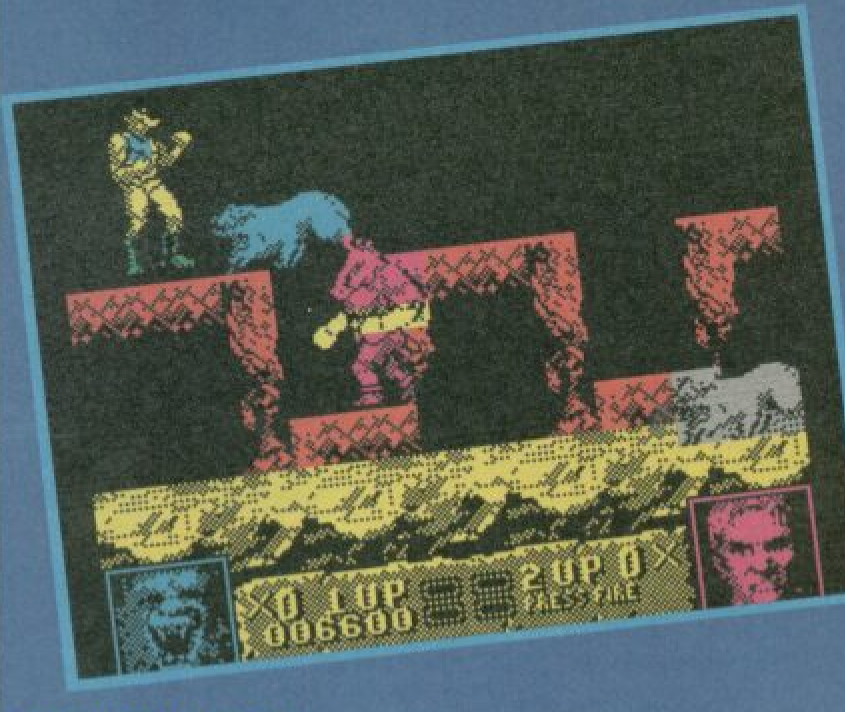


We're in an ancient Greek temple for this level, with the return of some old favourites (the zombies, wolves and big fighting man) as well as some new baddies. These include little red devils (about half the size of the main character sprite), who hover around your head hitting you with hammers, and land-bound sea urchins. You yourself mutate into a **humanoid tiger** which shoots fireball things from its mouth. The end-of-level nasty is a floating dragon affair which releases more devils from its massive jaws as well as blasting you with fire. Defeat him and, as happens at the end of all the levels, the wizard appears in a beam of yellow light, taking from you all the spirit balls you've collected so returning you to human form and leading you to the next level.



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round now, and the big fighting
el One reappears, but joined this
yellow ants and snails that jump
from platforms. Kill three white
h appear on every level) and you
lue bear, which kills with its claws
th! Intermittently, evil, purple-clad
pear and zap you with their magical
s they do on many of the levels. The
sort of tail creature attack you too.
d-of-level monster is another snail —
h blows fire and ice balls at you.



THE FINAL LEVEL



This takes place outside again, in what appears to be a continuation of the graveyard scene — the backdrop contains pillars, dead bodies, gravestones and yet more dead bodies! This time you transform into a **golden werewolf** — a continuation of the character from Level One, but more powerful. There are some of the best baddies on this level — a very devilish goat that stands up on its back legs, a purple humanoid monster, unicorns and fish. Yes, fish! These are very bizarre, rolling along the ground like big, spiked footballs, jumping on to platforms and charging at you.

The end-of-level monster is a bit different from those on the rest of the levels too. The others were giant, static creatures which threw things at you. This one is a knobbly-kneed rhino — quite a large sprite but considerably smaller than its previous baddies. Never mind though, he's far more mobile and charges across the screen at you, snorting as he goes. Yikes!

graveyards) which have in the main been transferred successfully to the Speccy. But the simplicity of the gameplay was perhaps slightly disappointing. For instance, the number of fighting moves the player (or players in two player mode) could use was fairly limited even given the comprehensive joystick and three button controls, and to be honest a lot of them were redundant anyway — simply kicking and punching could get you past most nasties. The highlight of the game was, of course, the transformation sequences. Collect the floating spirit balls (they had 'Get This' printed on them in case you didn't realise) and — shazam! — you were transformed into "a superior being with devastating power and mobility". Blimey! These could either be funny (the bear with bad breath) or scary (the devilish winged dragon creatures). Luckily all these different forms have been transferred to the Speccy — with the exception of one. The missing transformation is from normal-sized man to pea-headed muscleman, which happened on every level just before you altered into a fully fledged beast. Graphically such a change wouldn't have shown up on the Speccy anyway.

PROGRAMMERS CORNER

The Speccy version of *Altered Beast* was done by an outfit called Soft Options — or Jason Austin as he's known to his mum. Yep, Soft Options is basically just the one bloke, though he did have a bit of help from Mak Computer Graphics (who, surprise, surprise, erm, did the graphics) and Tag Computer Games who wrote the music.

Jason used to be part of the programming team Creative Reality, which has recently split up. You'll have seen its work on lots of Martech stuff in the past — *Rex, The Fury, Nemesis The Warlock* and *Slaine* are the ones that immediately spring to mind.

Game	*Altered Beast*
Publisher	Activision
Price	£9.99 cass
Release date ...	October 1989

IRONLORD

Ubisoft £12.95 cass/£17.95 disk



David Enfin, mes Spec-amis, *Ironlord* est arrivé! After having been Future Shocked way back in June, French software house Ubisoft's newie has finally arrived in Angleterre.

It's set in a medieval world of swords and sorcery. You play Monsieur Ironlord himself, fresh back from the Crusades and looking forward to the huge 'welcome home' street party in his honour. But, wot, no bunting? Nope, looks like your evil uncle has taken advantage of your absence and nicked your bloomin' throne! What a villain, eh?

Your aim, then, is to regain it and live happily ever after. Needless to say, this isn't as simple as it sounds. The game has three main parts, the largest being the first, which also features four sub-games! Read about the component parts, then I'll come back to tell you how it plays...

Right, how does it play? On the whole I think it works well. The individual sub-games are well executed, though some are simplistic. The sword fight is nice, especially with 128K sound. The archery is like a sports sim in itself, and I can see it will take a lot of practice to master. (But you'll have to if you want to get the maximum number of armies!)

The adventure game relies mainly on large, colourful, graphical representations of the towns or scenes therein. Then you get a cursor arrow. Click, say, on an important character and the computer will give you a picture of that character plus a menu from which you can choose to 'talk', 'give', 'buy' or summon a description of him (or the barmaid!). The game map appears small and there are only about a dozen key characters, but since they interlink and do things like offer you puzzles to solve there are sufficient for playability.

The wargame's a novel part — it contains most of the strategy elements in complete wargames but isn't of the size and complexity that I know put many people off this type of game.

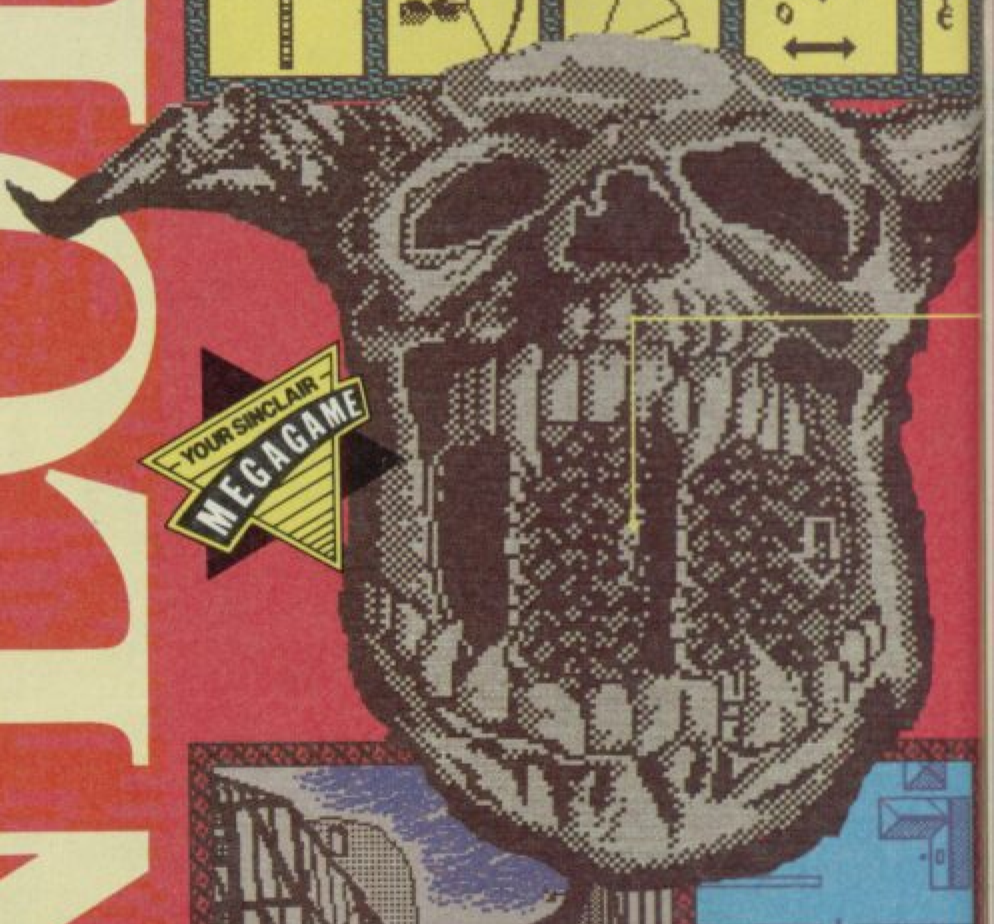
Finally, the labyrinth game has large and colourful graphics, but the actual playing area is small and monochrome. Mind you, at the end of the day, the sprite is no worse than those in *Gauntlet*, and the size of the playing area means that the extra memory can be devoted to really smooth scrolling. Lastly, I found that the fact you can't see around the next corner nicely conjures up the feel of being in a gloomy corridor.

So, a massive, colourful game, with something in it for everyone. Some component parts are small as a result of the overall size but no less playable for that. Although you can enter the wargame section, you can't win (and therefore see the third part of the game) without having completed all or most of the adventure components! But the choice is yours! If you can't solve one or two of the ten problems, then you can still go to war with eight armies. A harder task, but not impossible! *Ironlord* is an innovative treatment of a familiar scenario that manages to incorporate elements of many different games.

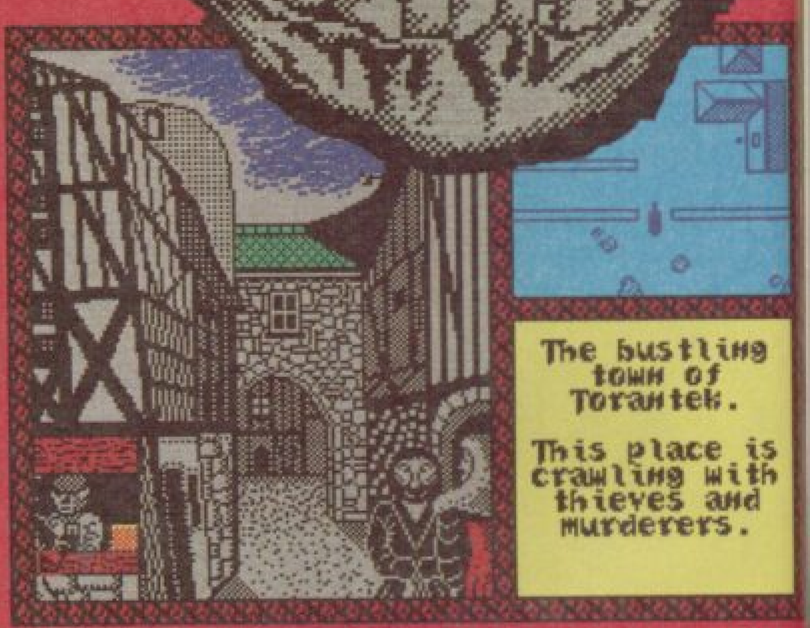
THE ADVENTURE GAME

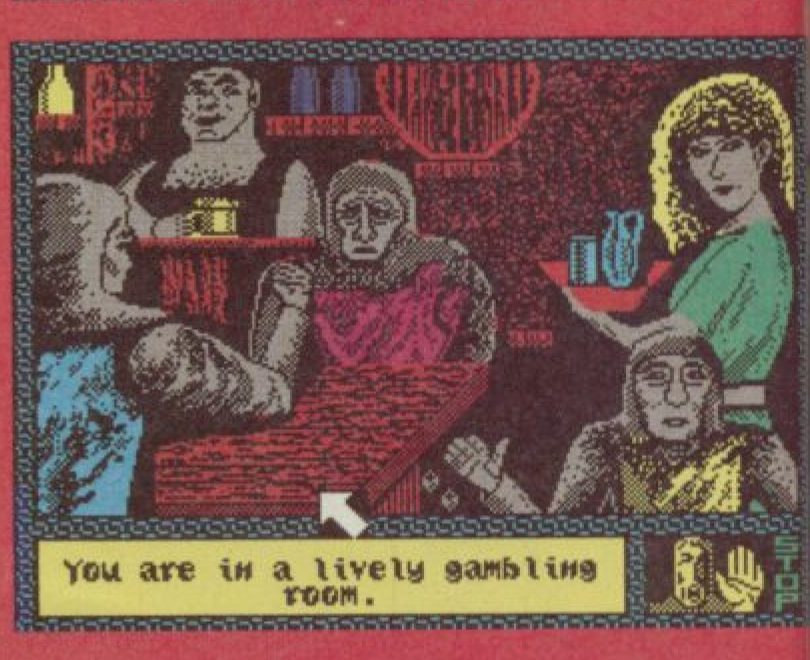
You start in an adventure-type game in which you recruit up to ten armies to do battle with your uncle's forces. You're presented with a main map scene on which you can move a cursor to travel and visit the local towns. You can then move about each scrolling town plan and find the important inhabitants. These people hint at things they would like, and by performing your tasks you can convince them into giving you their armies.





YOUR SINCLAIR MEGAGAME







This is the sub-game in the adventure bit, and fairly comprehensive it is too! Tricky to master, but... TWANG!... WHEEEE... THOK! "Nice arrers, m'lord!"

Here I am in the labyrinth — in the skull's mouth! Now, there's the arrow leading to the next level, but how do I get around this blummin' wall?!?

The box in the top right hand corner is the town plan. I'm that dot about to go into the pub, while the long blob with a little blob on top's ma hoss! I can press fire when I'm at the door and go into the pub or I can walk about a bit to find the mercenaries' captain.

Phwaoah! I fink the barmaid fancies me! If me joystick waggling's up to it, perhaps I could impress her by entering the arm wrestling contest!

THE ADVENTURE SUB-GAMES

In order to achieve the tasks set by the inhabitants you have to, among other things, enter an archery contest, an arm wrestling match, and defeat several of the knights who attack you at random. These sub-games can be fairly comprehensive in themselves. Arm wrestling is a joystick waggler, whilst archery is a sort of leaderboard-type simulation on its own. Short on cash? Then try your luck at the dice gambling game!

THE WARGAME

All the action takes place on one screen where your armies are represented by square icons. Passing your cursor over these tells you their size and strength, and also enables you to give them movement orders. Clicking on the 'next turn' icon initiates the first movement section. When armies overlap a combat sequence is initiated. The info on the units involved appears in the top left of the screen, whilst in the top right there's a little battle sequence. Resting units increases their strength, and supply icons often appear on to which you can move fatigued units. After you've defeated his armies, however, you still have to find your uncle. Can you guess where he's hiding?

THE LABYRINTH

The final section, the labyrinth. See it? It's that small bit in the mouth of the skull! It's a sort of *Gauntlet*-type, dungeon exploring game. Collect keys to open locked doors and find an arrow indicating the way to the next level. Oh, and you also need to pick up a sword on each level too. Did I say this game was massive or what? Yep, that's right ...but there's more! At the end of each floor of the labyrinth you go into a simple arcade Shoot about a dozen or so bats and you then get on to the next level of the maze! Six levels and arcade sequences in all — beat the lot and you've got your throne back.

final

LIFE EXPECTANCY	GRAPHICS
88°	90°
INSTANT APPEAL	**ADDICTIVENESS**
80°	84°

Diagnosis

A sort of French answer to *Times Of Lore*. On a smaller scale in some respects, but with a much greater variety of gameplay. Enjoyable, and colourful.

90° verdict

JOYSTICK JUGGLERS



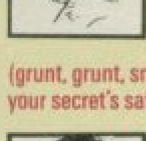
Marcus 'Banter' Berkmann — Marcus's RAF 'Brylcreem Boy' career has been carrying on apace. The only problem is he's so conversant with the 'banter' that no-one, apart from his fly-boy chums, can understand him. Last week after 'pranging' his Chipmunk, he proceeded to witter on about having purchased a considerable agricultural smallholding.



Matt 'He Makes My Knees Go Squiffy' Bielby — Good news! Swoon Inciting has been chosen as a new Olympic sport! And guess who's been chosen as our British entry? Only Matt 'Swoon King' Bielby! "Training will have to start immediately if I'm to have a chance of the gold in 1992," he told Jugglers. He faces a heavy schedule of fleeting appearances at girl schools and women-only swimming sessions. Expect serious swooning disturbances, in a location near you soon!



Jonathan 'Farty's Dead, Long Live Farty' Davies — Jonathan has been seriously worried about having his style cramped by his ever-present warthog companion, 'Farty'. Consequently, he has been propagating rumours about the loathsome creature's untimely demise! We rang to ask about it, and he had this to say: "Yes, (snork! snuffle!) I'm afraid Farty came to a sorry end (grunt, grunt, snork!). He'll (grunt!) be sadly (snuffle, snork!) missed!" Hmmm, your secret's safe with us, JD!



Kati 'New Girl' Hamza — The new girl on the Jugglers team was asked if she had a nickname. "I frequently get called 'New Girl'," she told us. "You see, my parents are inseparable, and what with Dad being a travelling salesman, it meant that I changed schools on average 73 times a year." Suffice to say her nomadic upbringing has left its mark. "I still get itchy feet," she said. "In fact, I'm moving into a maisonette in Hackney today." Nice is it? we asked. "Well, it'll do for a fortnight."



Davey 'David' Wilson — The usual plethora of pop star correspondence has been pouring in for David. Apart from several offers to subscribe to *Reader's Digest*, and a couple of letters claiming that he had already won an electric toaster, he also received a number of death threats signed by 'The Friends Of Roger Whittaker'. David seemed unperturbed by these, and put it down to 'cranks'. A spokeswaiter for Cranks, the healthfood chain, said, "Frankly, I'm not surprised! *Hold My Hand Very Tightly* was choc-a-bloc with anti-vegetarian sentiment."

YS SCORES

90°-100° Getting up to fever temperature. Miss a game that's this red-hot and you'll get the blues —we guarantee it! Any game that scores a total of 90° or above gets the esteemed *YS* Megagame rating. Coo!

80°-89° PDG (Pretty Damned Good)! Well worth digging deep into the old dosh bucket for.

70°-79° Very enjoyable, but might not have lasting appeal for everybody.

60°-69° A few niggles. Lacking in certain areas. Think before you buy.

50°-59° Pretty average. Very average in fact.

40°-49° Erm, below average (believe it or not).

30°-39° Due to be hospitalised.

20°-29° Very poorly.

10°-19° Critical — not expected to last the night.

0°-9° Clinically dead.

PASSING SHOT

Mirrorsoft/£9.99 cass/£12.99 disk



David Well, I'll be Dan Maskelled! The only boy to consistently get a 'C-' for sport in his school report gets another sports sim game to review! The nearest I've ever come to a tennis star was a summer job polishing Des Lynham's commentary box windows at Wimbledon! Still – scoff, scoff – that's a hefty punnet of strawberries I've just polished off, I've got my galoshes on my feet and my sun block on my shnozz, all that's left to do now is load in *Passing Shot* from Mirrorsoft!



Lummox! This ball is bigger than the both of us! As in overhead viewpoint soccer games, you can tell the height of the ball by the size of its sprite. This is a very high lob by the way!

Eeeeeeeee (computery noise)! There we are, it's loaded! Right, we've seen the demo, now let's look at the whole game. It's got two player option and it's set in four countries, each representing a level of difficulty with different playing surfaces and opponents. The game is played from two viewpoints, spectator's viewpoint for service and overhead viewpoint for the rallies. In the latter mode, the computer unfortunately doesn't show you the whole court, only a portion. The screen then scrolls up and down following the progress of the ball.

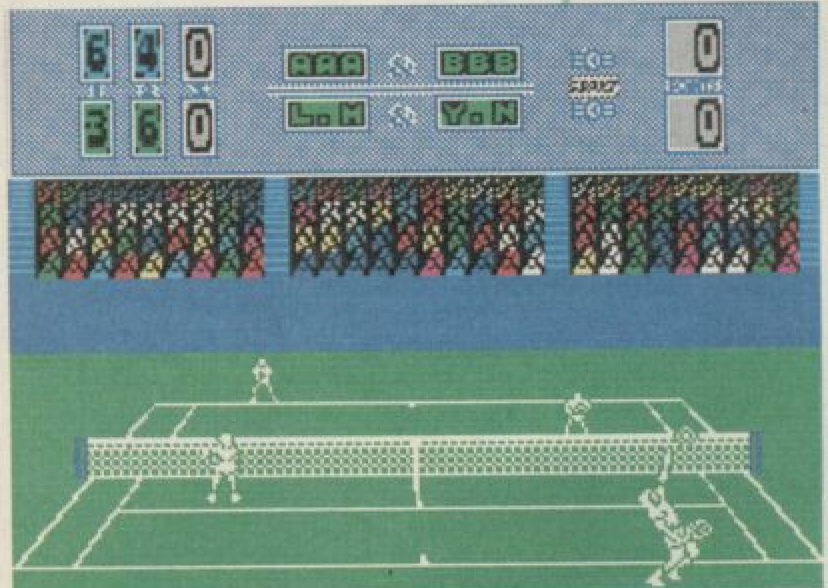
The control system sounds simple in theory, but it's a tad tricky in practice. You have four different types of stroke at your disposal, the lob, the flat, the slice and the topspin, all which you operate by pushing the fire button in conjunction with a direction. Confusingly then, the direction control alters the type of stroke, rather than the direction in which the ball travels. This is dictated by the player's position in relation to the ball. For example, hitting the ball at the end of a forehand stroke will send it to the left hand side of your opponent's court, at the start of the stroke to the right, and so on.

Right, you start in France, then move to Australia, followed by America, playing the deciding last set of an international tennis final in each. The fourth and hardest level takes you to Wimbledon. Here you have three sets to play, one in each of the quarter final, the semi final and the final! Then you're World Champion! Simple, isn't it? Erm, actually, no, it's not, but with a bit of perseverance on the 'easiest' level I won the four matches to gain entry into the Wimbledon quarter finals! Unfortunately, here I was soundly thrashed!

The player sprite moves very slowly. This presumably serves to introduce a strategy element so that, like in real tennis, you need to anticipate where the opponent's return will go. Since your player isn't on the screen when your opponent hits the ball however, you have to start moving while you're off screen and hope you end up in the right place. On the hardest level, everything seems to be that much speedier, whilst your sprite movement is still slow. This makes some returns impossible.

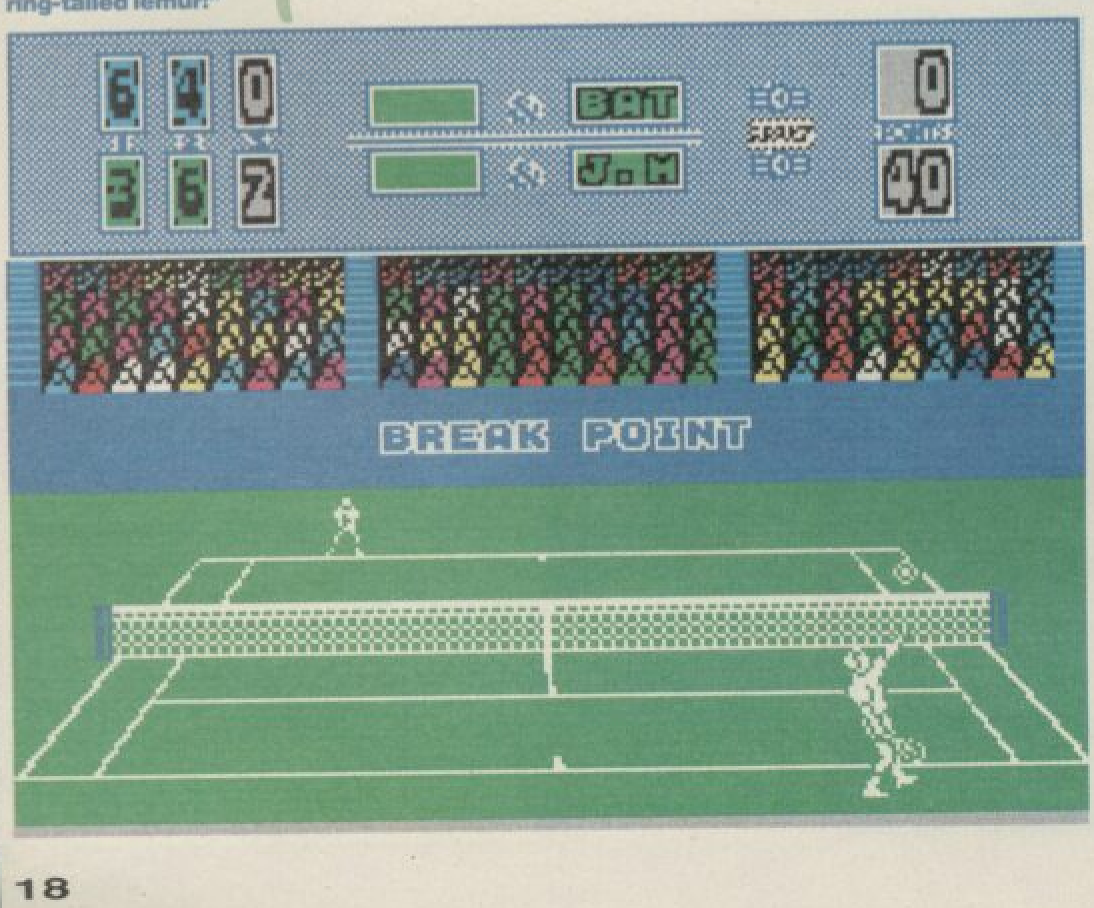
The two player option is fun, you and a chum playing together against two opponents. Shame you can't play each other though. Also, it can be tricky knowing who's who. Because both sprites are exactly the same, you can't always see your players, and the computer swops you on to different sides of the court to receive service! Okay, so it's got some graphical problems and repetitive backdrops, but the animation is nice and there's a crazy tennis ball that appears when a game is completed and makes a face at you. Oh, and the music's horrid, but you can switch it off and just have the ball sounds.

Basically, this is a flawed, straight tennis simulation, with some nice graphical touches, a tricky control system and sluggish player movement. But for all that very playable and addictive. Anyone for *Passing Shot*?



The computer has already decided that you've drawn the first two sets. It's up to you to decide the outcome of the third. Phew, the prospect of five or six hours 'on court' per match would've been well daunting!

"C'mon, man, this is the pits! You canNOT be serious!" My opponent bears the initials 'J.M.'. Does this mean I'm playing the mighty McEnroe or Johnny Morris? "Advantage Dotty the ring-tailed lemur!"



final

LIFE EXPECTANCY 60°

GRAPHICS 65°

INSTANT APPEAL 60°

ADDICTIVENESS 77°

Diagnosis

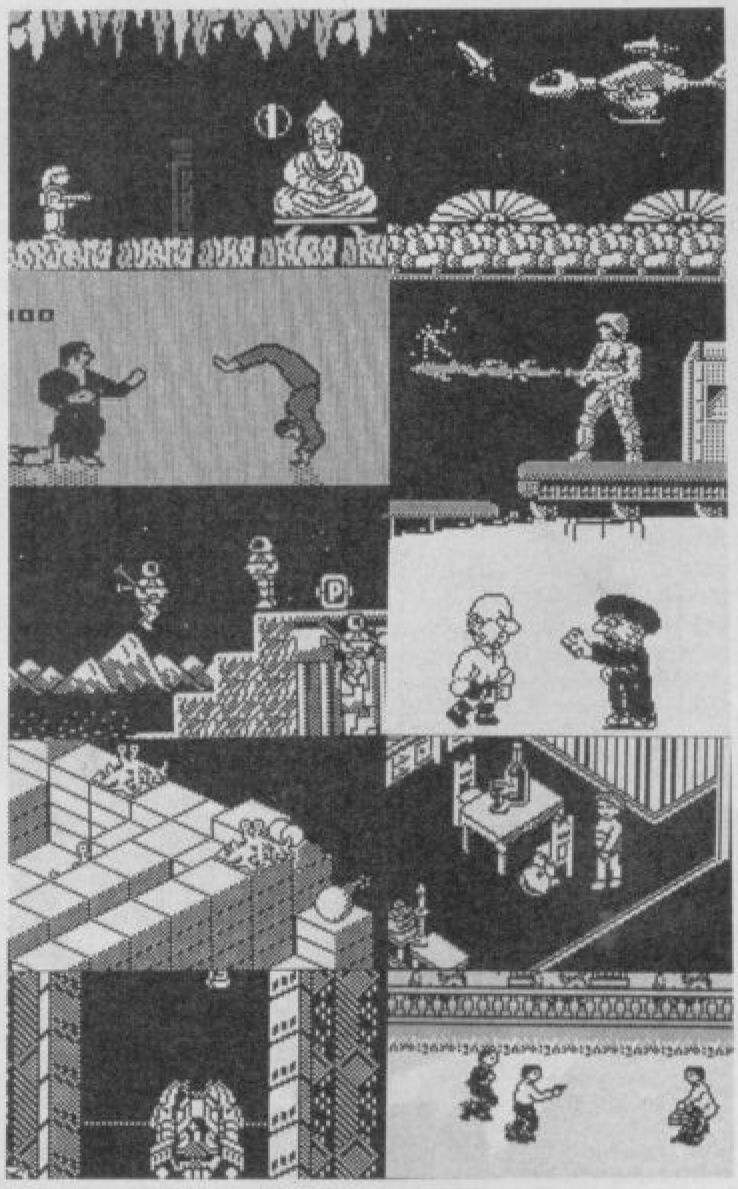
An addictive little number, but a bit marred by things like dubious computer returns and the inability to take on a mate.

65° verdict

YS POWERPLAY COMPO!

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Yep, Powerplay, purveyor of fine joysticks to the connoisseur, is being très generous and giving away a pretty whizzo Sony CD Stereo. It's a Midi System Compact 500 multiplay CD, with twin cassettes, 30 station preset digital tuner and full remote control. It's so neat the winner is going to have trouble prying it out of our grubby little hands.

Runners up needn't fret either, because we've got a bevvy of Powerplay goodies to give away too. Ten runners up will get one of the rather fancy Turbo models, while the next ten will receive the standard Powerplay model (it's no slouch either)!

So What Do I Have To Do?

It's simple, innit? What you see here are a load of cut-up screenshots from Speccy games. Some are old, some are new, some are famous and some are not so famous. What we want you to do is name them, in order, top to bottom, left to right. Shouldn't be too hard — we've picked some of the most recognisable sprites and images for you. Then simply take the first letter from the name of each game and — yikes! — you should find, spelt out, a 'well known phrase or saying'.

Now simply jot the answer and your name and address on the form, stick it in an envelope and post it to *Is That A Joystick In Your Pocket Or Just Another Pointy-Firey Sort Of Thing?* Compo, *YS* Compos, PO Box 1509, Enfield, Middlesex EN1 1LQ. And don't forget, your entries will have to 'fire' in our direction by October 31st or it won't have been worth firing them at all!

Easy peasy lemon squeasy. I know my old Speccy games, so I know that the 'well known phrase or saying' you want is of course

....

....

Name ....

Address ....

.... Zip Code ....

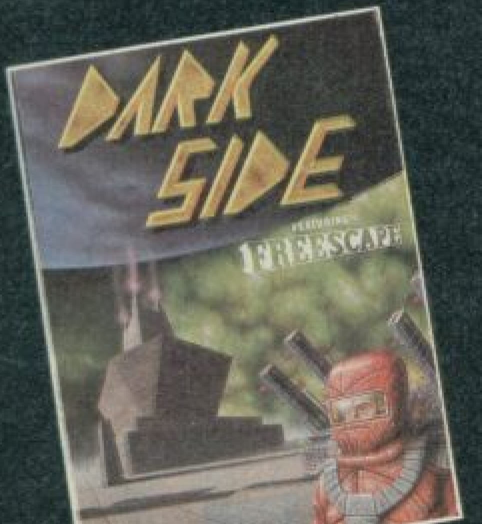
RULES

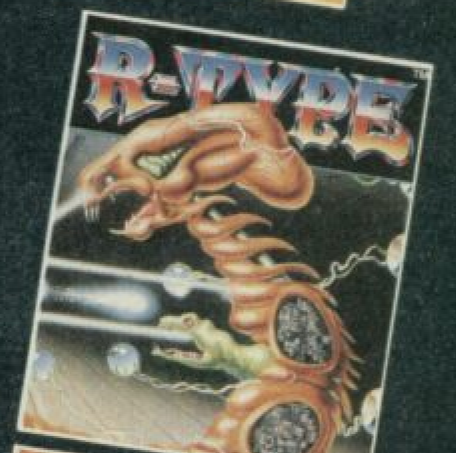
- Joystick Jugglers, Japesters, Jigglers or Wagglers from Powerplay or Dennis Publishing will get their fire buttons removed if they enter this compo.
- Entries received from Wigglers, Wogglers, Wibblers or Wobblers after October 31st 1989 will have their shafts snapped (oo-er).
- Wigglers, Wogglers, erm, no, Wobblers, and Jobblers... hmm. (Oh dear. Deep breath.) Anybody who disagrees with the Ed about who's won will find themselves in a right two and eight.

A POWERFUL PACK OF FOUR









DARK FORCE

LAST NINJA 2

Once beaten, but not destroyed, the evil Shogun Kunitoki used all his mystic powers to transport himself through time and establish a new empire of tyranny in modern day Manhattan. In fear of Kunitoki's growing powers, the arcane gods used all their wisdom to bring you, the Last Ninja, across the abyss of time and confront your arch-enemy once more. You arrive in this frightening and awesome modern world bringing nothing with you save your intelligence, skill and cunning and a burning desire for vengeance. Will this be the final battle? Can you vanquish Kunitoki once and for all?

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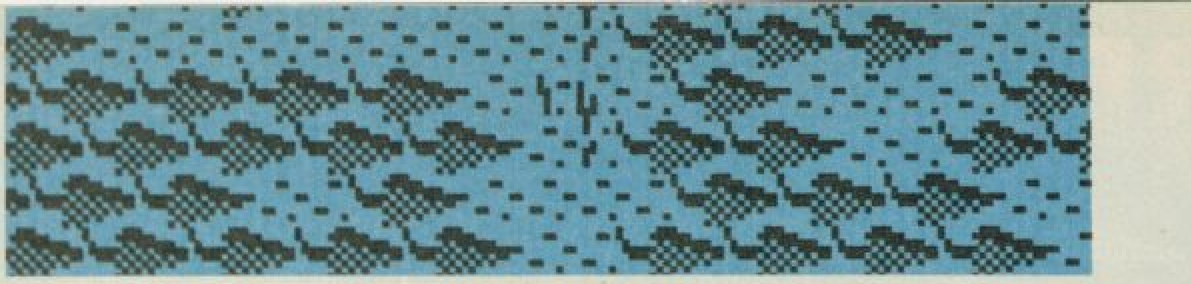
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Tengen (Domark)/£9.99 cass/ £14.99 disk



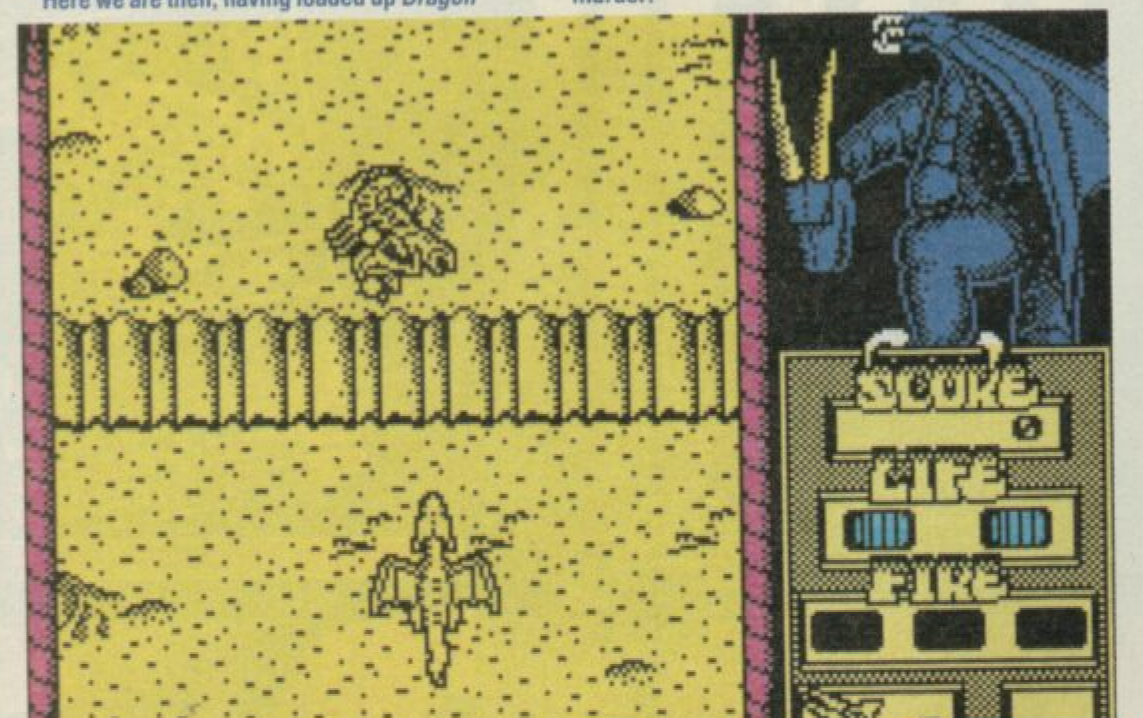
Matt Hmm. Vertically scrolling shoot 'em ups – you don't get many to the pound on the Speccy, do you? Thinking back, there's only been *Xenon* this year worth mentioning – well, that and *Gemini Wing* I suppose. (Quickly remembers *Gemini Wing.*) Nope, I was right the first time.

So I wasn't really holding out too much hope for *Dragon Spirit.* Domark's Tengen conversions have been a bit up and down in quality so far, and since *APB* wasn't too bad this month I thought we might be due a crap one. After all, vertical scrollers are traditionally hampered by a couple of hard-to-avoid faults like a small play area and confusing backdrops (see box off) which don't help.

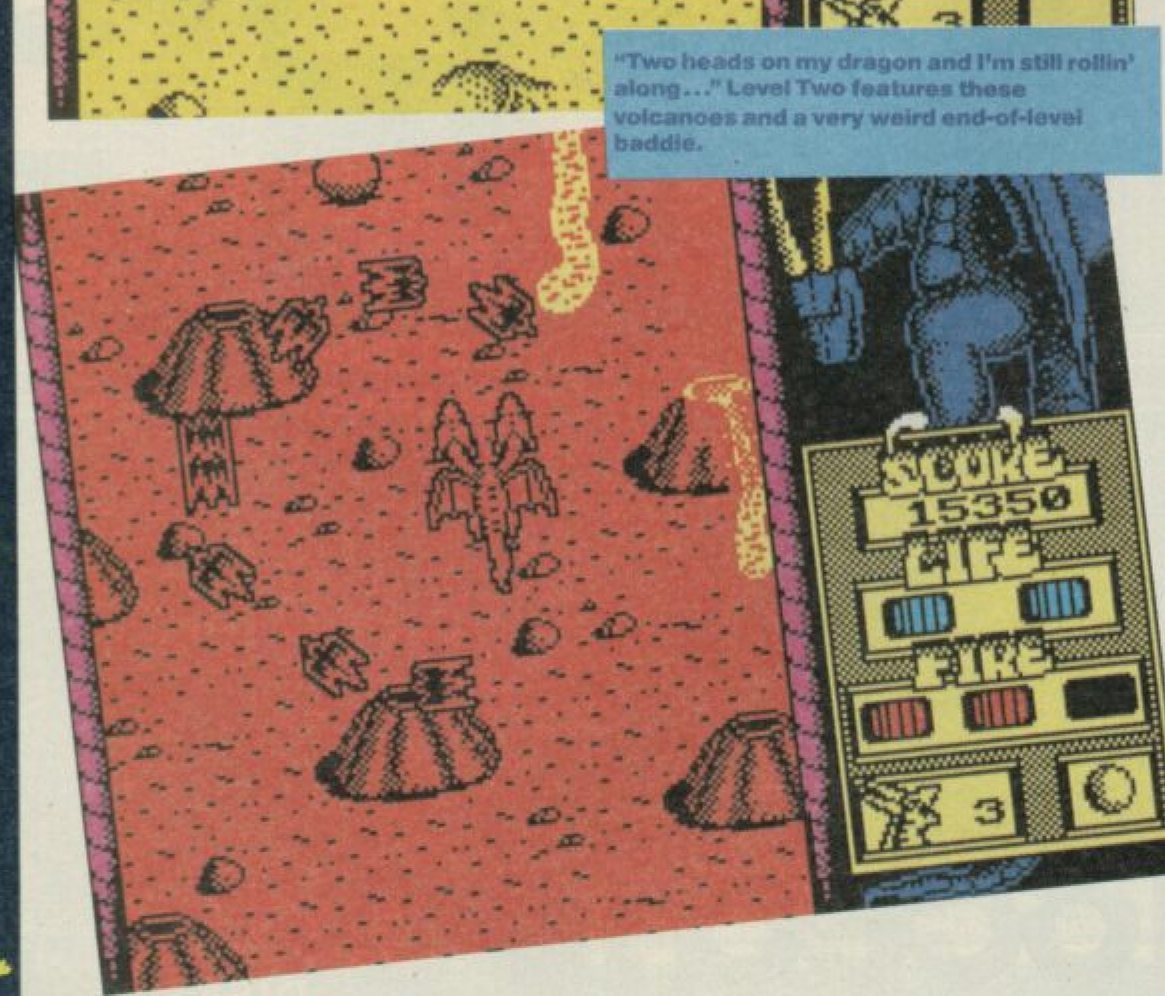
Here we are then, having loaded up *Dragon Spirit*, and is it crap? Well, no, it's not actually. There's a big block of icons and a picture of a dragon on one side, as expected, but they've managed to turn the play area into a portrait shape without really eating up too much of the screen. At the bottom you've got the main sprite, and, well, if you're going to have a game called *Dragon Spirit* you may as well have a good dragon.

This one's a fine specimen. Good and big, he's also animated rather nicely. As he flies along his wings flap and his body moves from side to side in, erm, dragon-like fashion. Swing him to left or right and his head moves and you can see he's actually steering with his tail. Nice one.

Anyone who's played this type of game before will know it's just a case of blasting the waves of baddies that come at you down the screen, destroying the fixed gun emplacements and battling big end-of-level monsters. It's all done quite neatly and turns out to be very hard — though Domark assures us it's not as bad as the coin-op, which was murder!



"Two heads on my dragon and I'm still rollin' along..." Level Two features these volcanoes and a very weird end-of-level baddie.





Dra
Spi

THE *YS* GUIDE TO VERTICAL

As I see it there are a couple of problems with vertical scrollers on the Speccy that you don't get with horizontal ones. The first prob is with the shape of your average TV screen – you have a massive icon panel on one side to make the play area into a portrait shape, and doing that you waste a lot of space. The second is that in a vertical scroller you're bound to be flying your doobrie (ship or dragon or whatever it might be) over a backdrop (the ground or something), and that means there'll be a lot of complicated detail immediately underneath where the main sprite has to be.

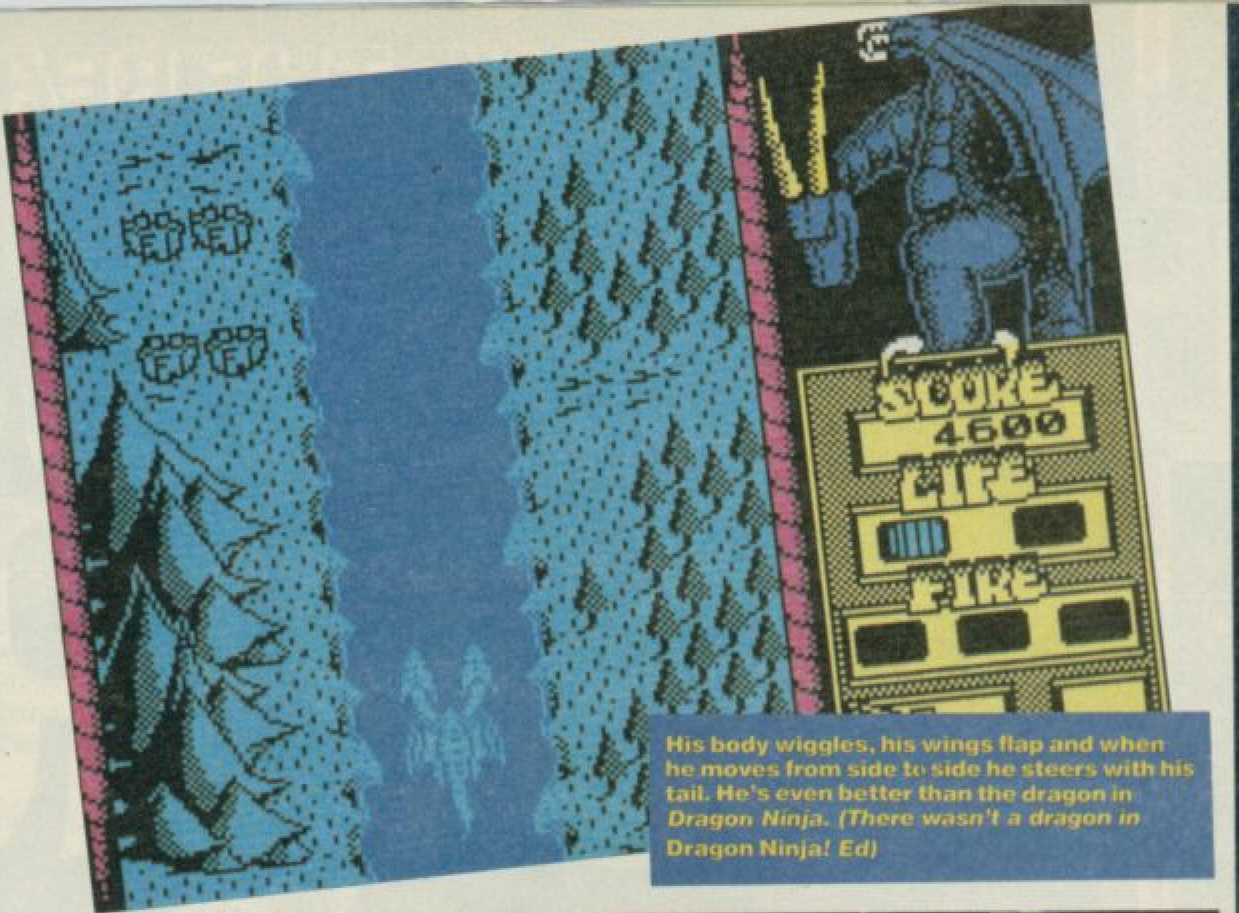
That's where *Gemini Wing* (sorry to mention it again) and even *Xenon* got a bit



agon
irit

CAL SCROLLERS ON THE SPECCY

unstuck – in Speccy monotone it is very difficult to have an interesting backdrop that doesn't interfere with the sprites. In horizontal scrollers, like *R-Type* say, you're okay, 'cos you can get away with a simple black background for the middle of the screen and have the detailed walls and ceilings at the top and bottom. *Dragon Spirit* gets away with it too (most of the time – it does get a bit confusing when there's a lot going on) because the sprites are massive, they have nice, sharp outlines, and the two-tone mountainous backdrop is often rather cleverly broken by a river which leaves a nice clear centre. So there's no problem at all. Well, hardly any.



His body wiggles, his wings flap and when he moves from side to side he steers with his tail. He's even better than the dragon in *Dragon Ninja*. (There wasn't a dragon in Dragon Ninja! Ed)



Level Three's big nastie. He looks like a flower but he ain't no pansy!

Most of the baddies are suitably lizard-like, from the funny icon things that turn into (very fast moving) pterodactyl-types, through the ground-based diplodocuses you can bomb (they don't just wink out of existence, they turn into charred skeletons) to the bullet-firing Loch Ness Monsters.

The bombing process is a bit tricky though. If you're playing on a keyboard, fine, but with a joystick you have to reach over awkwardly to the space bar with your elbow to try to get the ground-based baddies, 'cos the fire button only works your air-to-air firey breath. Basically without the bombs you're scuppered 'cos there are so many ground-based baddies – my solution was to balance Jackie's pitta breads on the space bar to get it firing constantly. Maybe you'll come up with a better idea.

Otherwise, the game is pretty much as you'd expect. There are eight progressively difficult levels, and various add-on weapons to collect too, only in this case they increase the amount of firepower you have literally (you are a dragon after all) by adding to the number of heads you've got. Get the full set (three) and you're really cookin'.

And there you have it. A very respectable, very tricky progressive scroller. Apart from the annoying bomb control (I would have preferred the joystick fire button to operate both weapons at once) it's pretty hard to find serious fault with it. Much to my surprise, *Dragon Spirit* really won me over.

final

LIFE EXPECTANCY	GRAPHICS
83°	86°

INSTANT APPEAL	ADDICTIVENESS
75°	76°

Diagnosis

Tricky progressive vertical scroller with some nice touches. Nice one, Tengen!

83° verdict


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Letters

WRITE TO THE ED, *YS*, 14 RATHBONE PLACE, LONDON W1P 1DE

Star letter winners receive three games! All letters win a YS badge.



Boyoboy, as if our very own Whistlin' Rick hasn't become an overnight sensation! We've received so much fan mail we've had to store it all in the Castle Rathbone dungeon. Here are just some of his passionate admirers.

MEGA COOL!

YS is brill! But (and that's a mega but) I have a few complaints. First - I love *Slots Of Fun*. But make it bigger! Second - Davey 'Pop Star' Wilson is mega cool. But I want more! Third - your tapes. Bah, make 'em better, with more demos! One more thing - Matt 'Goss, Better Change It To Iron Maiden' Bielby is a big whoopsie (oooops), Duncan is a maniac, and is Sean Kelly a relative of mine?

Richard 'Schwarzenegger' Kelly
Cardonald, Glasgow

PS Hi to my sister Tracey, mum, dad, gran and all the folk in Larkfield bus garage.
PPS T'zer is brill. Bring back T'zer.
PPPS Hi to *(That's enough 'hi to's'. Ed).*

I've been on to the main Glasgow District Housing office and told them how you, Tracey, your mum, dad, gran and numerous other 'folk' are trying to get out of paying the poll tax by living in Larkfield bus garage. They assured me that you'd be turfed out in due course, and sent me 20 quid for 'information received'. **Ed.**
He's only joking. Even Matt thinks that the poll tax is totally outrageous. **T'zer.**
No I don't. **Ed.**
Shut up. **T'zer.**

CURED!

You have changed us! We will never listen to another note of Metallica or The Cure or any other of our favourite bands! We are now fully-fledged David 'Whistlin' Rick Davey' Wilson fans! We demand a fan club with T-shirts, posters, badges, photos and monthly mags! We also want to know when he'll be gigging. I'm sure Carnoustie High School Theatre would be a suitable venue, but failing that our front room is free from now on.

Please, please, please, tell us more about this phenomena! We want to know EVERYTHING about him!

Jane, Matt and Rick
Carnoustie

Like all cult figures, Whistlin' Rick prefers to shy away from the public eye. However, we do know that he modelled himself very much on a cross between Roger Whittaker, the Stock, Aitken and Waterman stable, and — as you rather astutely noticed — Metallica. Since you are obviously attuned to Whistlin's talents, I'm sending you an autographed pic. By the way, I mentioned to him your kind offer of a concert venue and he sounded very excited — rather too excited for my liking!! **Ed.**

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17 July 1989

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I am informing you that we at our company have seen great talent in your man 'Whistlin Rick Wilson'.

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Also I have enclosed a very rare copy of when Whistlin Rick and I did a duet of that hit 'Hold my hand very tightly .....etc., on a demo tape for you to listen to for your enjoyment.

Yours sincerely

Simon 'you can't sing,
you can't play and
you look awful,
but you will go a long way'
Greig
MANAGING DIRECTOR
C.R.A.P. Music Recordings Plc

P.S. Don't bother sending back the demo its only a Sinclair User Mega (**C.R.A.P**) tape, who needs it!

TERRIBLE!

Maybe I've written to the wrong page but I felt I had to complain to someone. This 'Wilson' bloke who sang that song on the YS tape, well, I thought that it was TERRIBLE! The singing was awful, the drums were tinny, there was no bass, the lyrics were demented and the background music sounded like a herd of elephants being tortured! *(He'll go a long way. The bloke from the Alien Invasion (What On Earth Are We Going To Do) KitKat advert)* As a musician and singer I would appreciate it if you threw the lyricist, the singer and everyone else involved OUT!!! I am now going to sit down and watch 200 episodes of *Dallas*, proving how crazy I am. So there. Phththtt! (Raspberry.)

Jane Inquall
Bedfont, Middlesex

Hmm, Jane, it seems you missed the point a trifle here! We told you Whistlin' Rick was terrible! But because he insists on singing at the drop of a hat, we decided to let you hear for yourselves just how bad he really is! **Ed.**
Ackchewlee, oi rah- rah- rah-rahrah, rah, rah, rah, rahther loiked it. **Koilee.**

A PLOT OR WHAT?

I think the mag is brilliant! Anyway, enough of that, I have a few questions...

1) I was quite amused by the YS Personality Test, but having tried it on my parents, I came up with a slight problem. When I got to Test Four, my Dad drew a swimming pool for the water. What does this mean?

2) On Philip Schofield's show on Radio One, Thursday 27th July, a person calling him/herself Muscles Malone had his/her letter read out. It explained about the Whistlin' Rick Wilson cassette, and asked for *Hold My Hand Very Tightly* to be played, which it was. What I want to know is was this a devious plot by the *YS* staff to embarass him, was it a plot to advertise the mag on the airwaves, or did you have nothing at all to do with it?

Robin 'Leather' Boffin
Lincoln

1) Basically it means he's in the middle of a totally brilliant dream... unless you've actually GOT a swimming pool, in which case you've got far too much money for your own good and had better invite all the other readers round for a pool-side barbie — sharpish.
2) Nothing to do with us — honest. We first heard of it from Duncan's sister, who had helpfully taped the last five seconds. However, yes, it was a good bit of 'advertising' — so thanks to Muscles Malone. He's a blimmin' toff! **Ed.**

A HATSTAND WRITES...

In response to David White's letter in ish 44, I wish to say that

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Letters

I am sick of people misquoting my wife. "Let them eat cake!" Huh! What rubbish! What she really said was "Let them eat brioches!", which was a book she had just written, and was very good at the time. Be careful when you're quoting. Y'know, look it up first, awight?
King Louis XVI
Versailles

Blimey, your majesty, that told him! Hang on a mo!... Haven't you been dead for the last 200 years? Yes, you and your famille had your heads lopped off back in 1793, if I'm not much mistaken! That's what all that palaver was in gaie Pareee in July. Spook!! Anyway, I'll send your badge off to the Palace of Versailles. **Ed.**
Berk! **T'zer.**

WOT? NO GIRLIES?

I have recently been looking at the collection of mags that my brother spends his money on. I read your Letters page and I was horrified to see that there were no girls writing in. Why not? I promise I will keep writing in, Matt. I also think it is very nice that you give away free games and demos. It is my brother's birthday soon so please could you tell me the latest games on the market as I am not an avid follower?
Susie V
London N7

Actually, a large number of girls do write in to us. The problem is that most of the letters aren't up to a high enough literary standard to grace these pages. **Ed.**
That's not true! **T'zer.**

Erm, thank you, Susie, for the kind things you say about us. In fact, we have had several female correspondents in the past. Let me see now, this year there's been Carol and Natasha in issue 39, and Mrs C Edgar back in January (and that's not including Small Printers). In this issue however, we've got Jane, Jane and now you! Oh, and for news on the latest games I always recommend keeping a trusty copy of YS to hand. **Ed.**



TRAINSPOTTER AWARD

JOYSTICK JIGGERED

I have found a mistake in your brilliant megamag! 'Ave a gander at ish 42. There is a piece in *Program Pitstop* called *Front End*. It says "So for example, if you RANDOMISE USR 65006 the keyscan will change to accept Kempston joystick only." But before this it says that 65006 is Sinclair and Kempston is 65003. So I wanna Trainspotter award from your superskill mag!
Gareth Trenchard
Barry, South Glamorgan

You can put this unforgivable cock-up down to our beloved Gertie (the 'guerilla' typesetter). She doesn't half try it on you know. Anyway — as usual we've given HER your Trainspotter to send on (it saves us a 19p stamp and saves her her job). However, as she's got more bats in the belfry than could fill the Grand Canyon with guano, there's little chance of it travelling to the right address. **Ed.**

ONE BLIND MADGE

I am hereby claiming a Trainspotter award because of the mistakes in the August issue.

1) In the *Superstore*, Aunty Madge said the wallet was £2.99, but the coupon said it was £2.95.

2) Aunty Madge priced the binder at £4.99 but the coupon said £4.95.

3) Also, she said the T-shirts came in three sizes (S, M, L) but in fact the coupon had FOUR sizes (S, M, L and XL).

Philip Jeremy
Middlesborough,
Cleveland

Unfortunately, Aunty Madge is going blind. She does her best to hide it, but we caught her out with that old trick from The Great Escape and asked her to pick up a pin in the corner of the room — which she almost managed to do. Until she made contact with the anvil we'd planted in front of it. **Ed.**

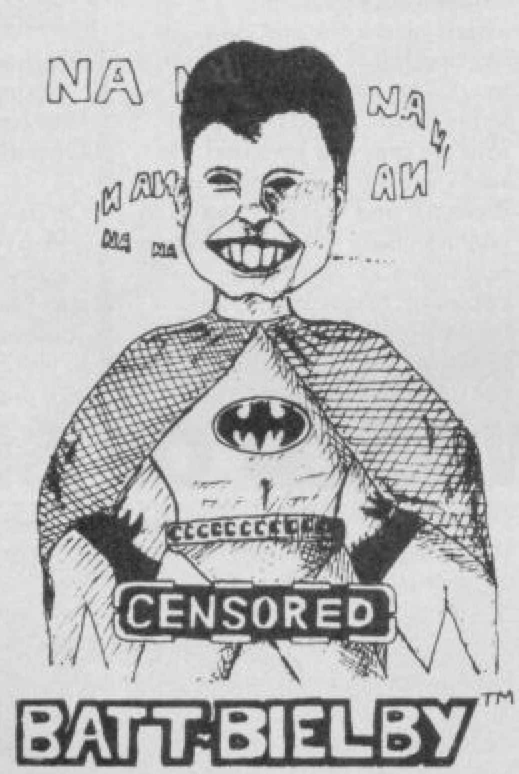
BY JINGO!

Yo, thickos! I hereby claim a Trainspotter award for noticing a major mistake in *Smash Tips*. If you check the Indiana Jones POKE it says "If you type 'Jingo' on the menu screen, you get infinite lives." I tried this, and did it work? No, it %¶§*%♂ did not! It should have been 'Jimbo', you totally brainless twerps!
Jason Hawcroft
Middleton
PS I want a Big Tips badge too for writing in with a cheat.

Fortunately we can put this one down to Gertie as well — she will get her g's mixed up with her b's. Expect your Trainspotter to arrive at the wrong house with the stamp upside down. Actually, no, we'll send it to Christopher Farted... he needs a bit of cheering up. Read our Star Letter to find out why! **Ed.**



DOODLEBUGS





Scribble wibble, jottedy jot. Yup, it's that puttin'-pencil-to-paper time again, folks, and here come two items that could well be Pollocks (the work of Jackson Pollock, American artist, that is). Mind you, it's little wonder that the standard is so high when you consider their inspiration... that's right, two members of the YS team! The double helping this month comes from **John Phillia** from Newcastle (*Davey Moves*) and **Steve Smith** from Salisbury (*Bat Bielby*). Well done, you two, a red hot game will be winging its way to each of you in the immediate future!

Fancy the same fate? See yerself as a bit of a pencil Picasso? A biro Breugel? Or a Doodlebug Degas? Then send your Doodlebugs in an envelope with your name and address to... Doodlebugs, *YS*, 14 Rathbone Place, London W1P 1DE.

Letters

OI! DON'T GET SHIRTY

In the July edition of *YS* a letter was printed from Goncalo Castillo Gomes in the foreign letters section. He requested a place where he could obtain an England national team rugby shirt. I have this information and wish to send it to him, but you only printed part of his address. Perhaps if you'd taken his plea a little more seriously you might have printed it in full?

Simon Dawson
Hallfield, Cumwhitton,
Heads Nook, Carlisle,
Cumbria CA4 9BZ

Whoah!! Who said we didn't take his plea seriously? He took our advice (we had a phone call to confirm this) and he's actually got a place in next year's England team. So he's got his shirt. But, in case for some reason he wants another one, I've printed your address in full (as you requested). **Ed.**

ED THE DUCK?

Firstly, I hope that you're not that stupid duck on *Children's BBC*.

And do the new Spectrums (that man Sugar has just stuck Sinclair on an Amstrad) overheat like old Speccies?

And, by the way, the tapes are out of this world but please, grovel, slurrp, slurrp, bring back *Desert Island Disks*.

Neil Dark
Dovercourt, Essex

Quack quack. **Ed the Duck.**
Bang. **Ed the Ed.**
Squawk. **Ed the Duck.**
Bang bang! **Ed the Ed.**
" " (silence). **Ed the Duck.**

WHAT THE PANNA!

STAR LETTER

First I have to say that *YS* is the funniest computer mag ever.

Second, Janne Harju's joke in the April issue was very funny... if translated into Finnish. Explanation — 'put' means 'panna' in Finnish, and 'panna' means either 'put' or a four letter word beginning with (*Right. Yes, that's enough of that. Ed*) So the joke is very rude.

Third, did you know that the surname 'Pieri' is also a kind of Finnish word and means farted?

Fourth, I don't have a Spectrum, I have an Amiga. But I read *YS* because a) it's funny and b) I like Mike Gerrard's *Adventure* pages.

Thank you for your co-operation.

Mikko Vuorinen
Joensuu, Finland

PS I might have to buy another mag unless you start printing pictures of T'zer again, 'cos even when I enlarge them, there are never enough to cover my bedroom wall!

That habitual writer-in, Chris Pieri, is going to have a rum old time at passport control if he ever takes a holiday in Finland. **Ed.**

A SWEDE WITH A BIG BUT

Okay, I'm *?'!★;! (Ha, I bet you won't print that word!) I've been reading *Your Sinclair* since February '87 and I'm very pleased with it, but, and this is a big but, there's just one thing! Yesterday evening I was going through my beloved *YS* collection when I realised something. No-one outside the Great Britain (well, except two guys from New Zealand, but they don't count, as New Zealand belonged to England a while ago) has won the Star Letter! Are you a bunch of racists? If I was smart, I would demand that you gave me the Star Letter so's you could prove that you aren't, but I'm not smart. Besides, you wouldn't give it to me, because I've revealed your dark secret.

Ola Anderson
Katrineholm, Sweden

Just to prove you wrong I've given the Star Letter to Mikko Vuorinen from Finland. And, as he hasn't got a Speccy, I'll actually save on the deal as he won't be needing the free games. Instead I'll give them to whichever of you lot comes out of the random name chooser program that Duncan has just written for me on the YS +2A. I'll just press RUN... and ENTER! Wahay — there it is. Well done Pembo Sqzimbargs of Blikroi. Your games are in the post. **Ed.**

YS IS A B*®!¢Y MIRACLE!

Last week I was riding home from my mate's house with about a dozen copies of *YS* in a bag, when I hit a brick and flew off. My arm felt like it was broken, it was killing me! My mum took me to the hospital and the doctor said my arm was sprained. He said I was very lucky not to have broken it and was puzzled as to why not. But I knew why! When I had flown up into the air, the copies of *YS* quickly placed themselves underneath me and broke my fall! So you see, *YS* is not only the best mag, it's a lifesaver too!

Yours notabrokenarmingly,

Marcus Taylor
Oswaldtwhistle

Oh dear — that means you haven't got a sling to pin your spanky YS badge to. So I'll send it to Chris Pieri instead as consolation for never being able to visit Finland without feeling a real prat at the airport. **Ed.**

OOH, YOU POOR DEAR



Dear Madame Pico

At the beginning of the second year, I fancied this girl called Vicky. My friends found out about this. She doesn't seem to notice me. How can I make myself more noticeable?

J Rutherford
Bristol

Dear J

My my, you are in a pickle, aren't you? May I suggest, lovey, that you study hypnotism? Then, when you are proficient, go and ask Vicky if she wouldn't mind helping you out in a scientific experiment. If she says yes, then you can hypnotise her and tell her that she is really rather fond of you too. Then, hey presto, 'you're in there' as I believe you young people say. Of course, there is the possibility that she may decline your offer, in which case may I suggest a present. I believe most eligible young ladies these days would be most impressed by a 12" single by Whistlin' Rick Wilson. He's such a nice boy, and reminds me very much of my grandson, Femto. Will you do that for me, lovey?

SMALL PRINT

I've just completed *Carrier Commander* and at the end it says "All islands now friendly." Is this a first?

Richard Drinkwater
Manchester

Yes, but you've obviously taken them in the wrong order. There are loads of messages you can get. The best one though is "All the islands have been occupied in a logical order. You are very brainy." So you're not. **Ed.**

Irvine.

Iain Wark
Scotland

Well, that was a Stirling effort. **Ed.**

Blimey! Was that really Davey Wilson singing? It was brilliant!

Leigh 'Leyshon Smells' Loveday
Port Talbot

Hmm, yes, brilliant is only one of the many adjectives that have been used to describe Whistlin's singing. **Ed.**

THE WONDERFUL WORLD OF SPECCY

ON TOP OF THE WORD

Don't you know who I'm?

Of course, you know I'm Carlos Freitas, the next subscriber of this magazine. My address is —
Farmacia Do Canigo,
9125 Canigo,
Madiera,
Portugal.

I buy all the *YOUR SINCLAIR* MAGAZINES.

I want to thank you for all the happiness you're causing around the word.

But I think *YS* is the best magazin of the Spectrum.

Only what I want is the first number of *YS*.

Farmacia Do Canigo
Madeira, Portugal

I've got a better idea — why not get a Collins Portuguese/English dictionary? Only joking. Nice to know we're giving you so much happiness. **Ed.**

A QUICK FLASH

Well! I was hoping to win the Star Letter when an unknown person got away with it. It's so frustrating!!! Also, what is the big deal of exposing all my scandals? That's not fair! So please stop exposing about myself! Due to your doings, I have been a laughing matter for all my gals! I'm frustrated and depressed! So answer in the positive or else... IT'S TARZAN THE APEMAN FROM INDIA! BULDONO!!

Mayur
Bombay, India

We'll stop exposing about yourself right away. **Ed.**

KICK OFF



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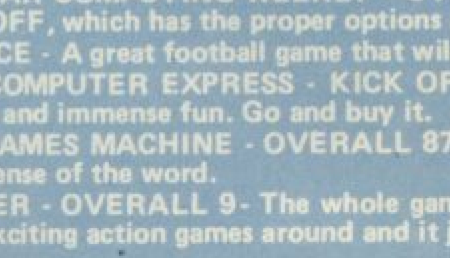
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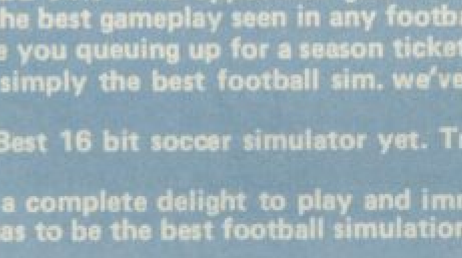
KICK OFF SCORES WITH REVIEWERS

* CVG - OVERALL 88% - Most playable soccer simulation in binary history. Realism is the name of the game. HIGHLY RECOMMENDED.
* ZZAP - OVERALL 96% - So Realistic, So Fun, Soooo Addictive. Boots all other football simulations over the crossbar.
* AMIGA FORMAT - GOLD - OVERALL 91% - The best football game on the Amiga todate.
* THE ONE - OVERALL 88% - The game is such a joy to play. By far the best to appear on 16 bit. It is all over bar the shouting.
* POPULAR COMPUTING WEEKLY - OVERALL 94% - The opposition gets blown away by the utter brilliance of KICK OFF, which has the proper options and the best gameplay seen in any football game.
* THE ACE - A great football game that will have you queuing up for a season ticket.
* NEW COMPUTER EXPRESS - KICK OFF is simply the best football sim. we've played on any micro. It's fast, furious and immense fun. Go and buy it.
* THE GAMES MACHINE - OVERALL 87% - Best 16 bit soccer simulator yet. True football skills are needed in every sense of the word.
* ST USER - OVERALL 9 - The whole game is a complete delight to play and immediately addictive. This is one of the fastest and most exciting action games around and it just has to be the best football simulations yet.

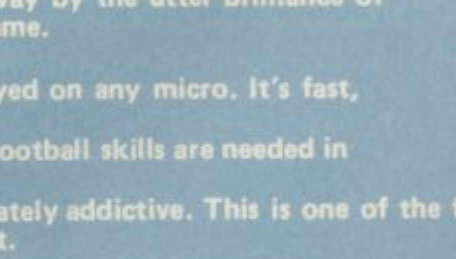
PLAYING IT IS EASY - MASTERING IT WILL TAKE TIME - A LOT OF TIME



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CHEETAH 125+ (£8.99)

A fairly large, black plastic joystick modelled firmly along aircraft lines. It's nicely designed, with a comfortable handgrip, four well-placed fire buttons, autofire, twin leads (black for 48/128K with suitable interface, grey for +2 and +3) and even a non-slip effect around the base for extra grip. Unfortunately, this is slightly marred by the overall plasticy feel of the thing. That having been said, it proved to be one of the nicest to use and good value to boot! It comes with a 12 month warranty too so you should be okay. Recommended.

Jackie Sticks well to the desk, but the shaft is a bit wibbly and loose. I like the grip effect and it's got loads of lovely fire buttons all over the place which means you can swop which ones you use and rest your hand.

David Very light on the controls and quite responsive. Comes off the desk quite easily though because the base is a bit narrow. I'm slightly scared of the durability — it feels quite fragile.

Matt I like the light touch — it's a lot less tiring if you're having a long session with a game. Very precise for shoot 'em ups, but not easy to waggle (none of these aircraft-style ones are). I found it stuck to the table okay, but it's got a very small base compared to how tall it is, so I could see a problem with leverage (ie it might pull off). I like it a lot, it's excellent value, but I'm concerned about how long it would last.

QUICKJOY V SUPERBOARD (£19.95)

Ber-limey! Now this ain't just a joystick, it's an, erm, goodness knows what it is! It's gigantic for a start with a whopping base absolutely loaded up with gimmicks. In fact, all those buttons and switches only amount to an autofire option (with two speeds for the settings — the first one too slow to be of any use) and a stopwatch! What a disappointment. There's another massive thing about it, of course. That's right — the price!

David Now this is weird. I dunno, I like the feel of this stick — not too light like the Cheetah ones, but not too heavy either. The autofire doesn't seem to work… Oops, yes it does, I was just doing it wrong! (*What a clot. Ed*) Now let's try holding it in my hand — lummey, it'd be easier holding a cello!! But I suppose it's not designed for that, so it's a bit unfair to criticise. Autofire slow is a dead loss — you'd only ever use autofire fast so it's a waste of time. I'd never get one — it's just ridiculous!

Jackie What do all these buttons do? (*Nothing really. Ed*) The point of having lots of fire buttons is that when your fingers get tired you can swop hands and use different ones, but here you can't because you have to choose which ones will be functional before you start playing! If you choose the ones on the stick, none of the others will function! Otherwise response is slow — and it pulls off the desk easily. Quite comfortable though.

Matt It looks good but basically it's crap. It's ludicrously big, won't stay stuck to the desk and most of the gimmicks are useless. Why do you have to use a separate button to switch between the controls at the top of the stick and the ones at the bottom? And, as for the timer, well, have I boiled an egg yet?

QUICKJOY 2 (£8.95)

Another black and red job trying to look as much like part of an F-16 as possible. The Quickjoy 2 has two fire buttons mounted at the top of the stick (none on the base) and an autofire option. Reasonably priced, but a very average stick.

Jackie Blimey! Steering's not very good! For some reason when I fire (*She was playing* Dragon Spirit, *a vertically scrolling shoot 'em up when she wrote this. Ed*) the dragon goes left automatically! Fire again and it goes left a bit more! Totally unplayable. When I try to go forward I go left too! Otherwise, it sits firmly on the desk and is comfortable to hold — I quite like it. I can only assume this is a faulty stick.

Matt Not too bad to hold or have on the desk (sticks quite well) but the fact this one made the dragon go left all the time made it impossible to assess. I can only hope it isn't because the build quality is diabolical.

David Very stiff trigger. Not very responsive — the shaft doesn't seem to move too well, even if it isn't doing that going left business. Nicer grip than the Superboard thing though.

QUICKJOY 2 TURBO (£10.95)

Basically the same stick as the Quickjoy 2, but this time with a stylish red base. The difference seems to be that this model operates with microswitches. Still, where Quickjoy does well is in getting the balance between stiffness and accuracy right. Despite the fact that the casing seems to be the same as the Quickjoy 2, this stick has a nicer feel.

Jackie This one goes forward and to the right when you push forward! What's going on?? I quite liked this at first but after a while my trigger finger got a bit hurt. I found the fire button on top of the stick hard to use.



Left to right: Cheetah Star Probe, Powerplay Crystal Standard, Quickjoy II, Cheetah 125+, Quickjoy III Supercharger.





Generally slow response.
David Unusually for Quickjoy this one feels really light and the fire buttons aren't as stiff as the normal Quickjoy 2. The grip on it isn't too bad either — for some reason it feels a lot better than the normal 2, though it looks just the same. A good, basic stick, and the best of the Quickjoys.
Matt Feels a bit vague all round, and is ALMOST comfortable, but not quite — there isn't enough space given to your little finger. Probably my favourite of the Quickjoys though.



Left to right: Powerplay Cruiser (multicoloured), Konix Navigator, Konix Speedking, Cruiser (clear), Cruiser (black).

QUICKJOY 3 SUPERCHARGER (£12.99)

A very swoopy, futuristic-looking joystick moulded in black and red. This one boasts exactly the same features as the Quickjoy 2 Turbo (auto fire, two fire buttons, 'ergonomic design', six microswitches and whatnot) so it's hard to see the point, especially when the handgrip proves to be far from comfortable. At £12.95 it's hard to see the appeal.
Jackie It's a bit too chunky for me. I can't reach the trigger or fire buttons on the top — the shaft is just too big and fat. It's not very good at staying on the desk — the suckers slip. This is the third Quickjoy that's got some funny steering quirk. On this one when I pull backwards the dragon starts going left! (*She's still playing* Dragon Spirit. *Ed*) What's going on? Is it something to do with the Amstrad CPC 464 option switch??
David This is a bit of a bulky one. All the people at Quickjoy must have very big hands! It makes a horrible crunch sound when I move it — I don't think this'll have a very long life expectancy. I think the Quickjoys have the balance between lightness and resistance just right, but it's too fat for my hands as well.
Matt Nope, far too fat. When I pull to the left or right the base of my hand hits the casing, and the fire buttons at the top aren't too easy to use either. I think David's right about the weighting though — the shaft inside feels good but the casing is terrible.

KONIX MEGABLASTER (£8.99)

A conventionally designed but tiny little stick from Konix, featuring microswitch precision at quite a low price. It has a medium sized shaft with a gear lever-like knob at the top, two fire buttons on the base and, erm, that's it...
David Not really a desktop stick since it won't stick down, but I found it a bit awkward for hand use because it has little legs underneath that get in the way. Cheap and well built, but I don't really like it.
Jackie Stick easily controlled with fingertips, but stiff fire buttons and it won't stay on the table (no suckers). Response of stick too slow. Easy to hold in either hand, but, again, it's all a bit stiff.
Matt Easy to hold in either hand, but a bit too small all round I felt. Could do without the strange nobbles moulded into the base for no particular reason which make it really weird to hold. I didn't like the fire buttons much either.

POWERPLAY CRUISER Black, Blue, Multicoloured (£9.99) Clear (with autofire) (£12.99)

This one's been around for ages, and is now in a choice of blue, natty black, clear and even multicoloured models. The coloured one is sort of pastel green with a pink shaft, blue base and yellow buttons! All models have four good suckers spread wide apart on the bottom so it sticks to the desk very well, but you can hold it in your hand if you prefer quite easily. One of the stick's main selling points is that you can adjust the tension of the shaft to one of three degrees of tightness. You can set it to extra sensitivity, normal use or firm control (for waggling). The ease with which you can do this seemed to vary from stick to stick, but it's a useful feature. Recommended.
Matt I'm amazed at how much I like this one. It's very old fashioned looking — even ugly — but it seems quite durable and does everything at least passably well. It's fairly precise for shoot 'em ups, it's possible to get a good waggle rhythm going and you can hold it for long periods without getting too uncomfortable. It sticks well to the desk too.
David Actually, the reason it plays well when it's stuck to the desk is because of the large, flat base — it means the suckers are spread well apart for more grip. It's a dead loss to hold though — it's too big. Having said that I like the Cruiser, even though it looks so horrible.
Jackie It's good for shoot 'em ups because it sticks well to the desk, you can change hands easily when you're tired and the actual stick responds well. The green one is lovely and I'd have it as pride of place in my bedroom. Not so much a joystick, more a work of art(!).

QUICKSHOT WHIZZMASTER GAME CONTROLLER (£11.95)

Excluding the Superboard, this was the only novelty stick we could get hold of. In fact it's quite a serious proposition. Basically, it's small, grey and flat, like a bloated version of the joypads you find attached to Japanese games consoles, but offering you a number of control options. For a start you can use it like a joypad, manipulating the direction pad with your left hand thumb while you jab fire with your right. This may sound weird, but once you get used to it it can give more control than an ordinary stick.

Your other two options involve screwing short sticks of varying sizes into the pad — a tiny stumpy one for the thumb only (which we promptly lost) and a large (but still quite small!) stick for fingertip manipulation. You also have the option of holding it or sticking it firmly to the desk, so at the very least you'd have hours of fun going through the various permutations. Comes with autofire and a one year warranty.

David I was quite excited to see this because I like the keypad on the PC Engine, but unfortunately it's a bit bulky to grip. Hold it with your right hand and it wibbles about all over. The little plug-in joystick is useless. This is the opposite extreme of a massive stick and a tiny base — a big base with a miniature stick and the fire button too far over on the other side.

Matt This is quite hopeless when it's stuck to the desk, or with either of the pathetic little stick things in place, but holding it in both hands like a Nintendo keypad is a different story. It's a bit too bulky for that but I really like pad controls and this is the only one available for the Speccy. These things take some getting used to, but for most games I think they're in fact better than joysticks.

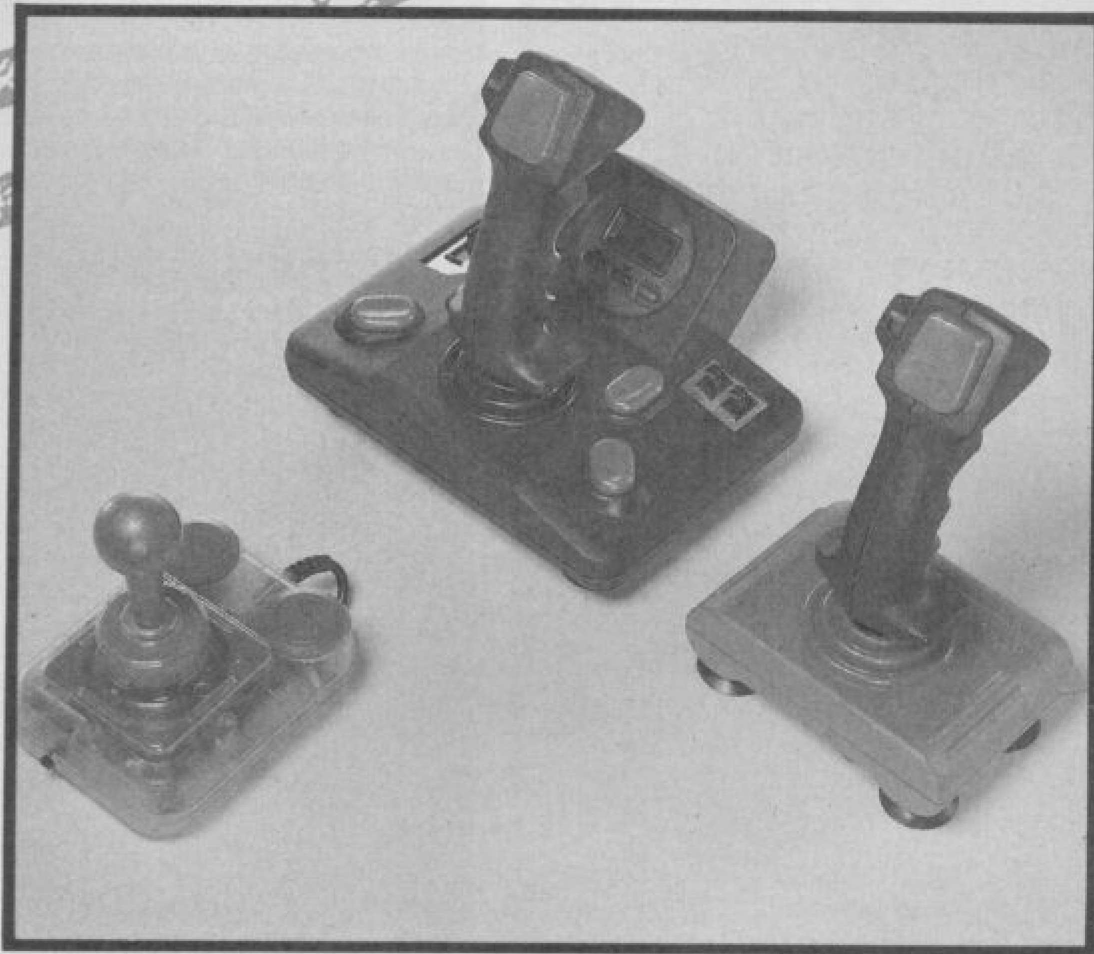
Jackie I totally disagree. If it's on the desk you have to have the joystick in or your finger slips all over the place. With the autofire button on, the joystick in and the thing stuck firmly to the desk I like it. I don't like the pad — it gets too slippy and the bit where a stick screws in hurts your thumb, but with the joystick it's very light and easy to control. You need autofire though because the fire buttons are too far from the stick.

KONIX SPEEDKING Standard (£11.99), Autofire (£12.99)

This unusual little one's been around for ages but some people still can't seem to work out how to hold it! In fact, nestling in the palm of the left hand with your index finger on the fire button underneath and your right hand operating the stick itself, you've got a neat (if sweaty) little device.

Matt There's only really one way to hold it so you can't swop from hand to hand when you're getting tired. I quite like it, but the Navigator is a lot more comfortable for prolonged playing and worth considering splashing out the extra dosh for if you're a firm hand-held fan.

Jackie The shaft's easy to move and you can change direction well, but because of the big chunky grip and awkwardly positioned fire button it makes your hand really ache. The design makes it impossible to change to the other hand, so it's no good at all for left handers.



Left to right: Competition Pro Extra, Quickjoy V Superboard, Quickjoy II Turbo.

CHEETAH CHALLENGER (£4.99)

A small, conventionally styled bottom of the range model from Cheetah, with one fire button on the base and another on the top of the shaft. For all that it's a new design we thought it looked very plasticy and old fashioned. You can't carp though when it's only £4.99 — ludicrously cheap compared to some other sticks, and it does come with a one year warranty.

Jackie Urgh! It's like something you'd buy off a market stall! It sticks well to the desk but the fire buttons are awkwardly placed and a bit stiff for a weak wibbly female like me. Seems quite strong though, and 'the price is right' after all.

David It's not the Cheetah Challenger, it's the Cheetah Crap! It sounds awful, it looks awful, it won't go a long way! Hmm. It's basically a desk top job, but it doesn't stick as well as the Cruiser. The fire buttons are weird — there's one on the top instead of a nice trigger — and it's terrible to hand-hold. Cheap though.

Matt Sticks well to the desk, but looks and feels horrible. The fire buttons are tacky and clicky, and the shaft feels stiff and unresponsive. A very awkward shape to hold. If this were a bit less tacky and a bit more comfortable it'd be a Best Buy.

CHEETAH STAR PROBE (£14.99)

Another black, aeroplane-style stick with four red fire buttons and an autofire facility. It comes with a one year warranty and a dual head lead like all the bigger Cheetah sticks, but again feels a bit plasticy in construction. Try as we might though, we can't see how they can justify the fact that it's more costly than the (superior) 125+.

Jackie Another one of the Cheetahs that looks quite cheap. Fire buttons are well placed, apart from the trigger one that makes my finger ache, and the one at the top's a bit odd as well. Hmm. Perhaps they're not so well placed after all. It looks like it will split apart any second. It sticks decently to the desk and directional steering is quite good with very light controls again, but it's too big to hand-hold.

Matt They look quite big and macho but I wonder about the durability of these Cheetah ones — the sticker's already peeling off and I've only just taken it out of the box! It's got quite a nice light feel again, and the fire buttons are good, except for the trigger which I found a bit too curved to be comfortable for my finger.

David Not a bad stick, but not one I'd choose myself. I'm a bit heavy handed so I like something fairly sturdy. This is a bit too big and light for me.

CHEETAH MACH 1 (£10.99)

Blimey! Another joystick from Cheetah moulded in black and red with a metal shaft, autofire, four microswitch fire buttons and a one year warranty. Just like the 125+ and the Star Probe in fact! In general, the Cheetahs have very light controls, well placed fire buttons and feel like they might be very strong inside but they're let down by cheap outer casings. And this one's no exception! Why do they make so many similar sticks?

Jackie Sits firmly on the desk, but the shaft slopes forward which is a bit disorientating. Pulling back and left and right is fine, but when you push forward it seems to go a long way before you get any effect which is weird. Fire buttons well placed for the right hand, but less so for the left.

Matt Hmm. Sticks down quite well, and the autofire is good, but the placement of the other fire buttons is a bit weird. The normally-quite-useful trigger one is so small as to be almost useless! Good for flight sims though 'cos it's like a real aeroplane stick.

David A very popular stick — it's not too expensive and there are always loads for

sale in *Input Output* so lots of people have got them. To use the top fire button you have to take your thumb off the stick which loosens your grip, and the trigger one is far too small. A bit wide to hold, but it's light so it doesn't work too badly.

POWERPLAY CRYSTAL STANDARD (£14.99, Autofire £16.99)

A stylish transparent microswitched joystick with a large clear base and neat red handle. We tried the basic Crystal model, but it also comes in autofire form and in solid colours (red or green) for a couple of pounds less. It's probably the best looking of the clear sticks.

Jackie It looks like my telephone! (*Jack's got a transparent telephone at home, fact fans. Ed*) The stick's a bit wibbly and loose on the base, the switches are quite stiff but it moves well. A bit small though and your fingers get tired after a while.

Matt It looks really nice but I think the grippy handle is too small (and I don't even have very big hands)! The fire buttons feel funny to me too — they're stiff and tend to stick a bit after a while. All in all a good looking device, but to me it looks better than it plays and it's quite expensive.

David This is weird. The way I hold it my thumb is on the fire button but the base of my hand gets in the way of the full joystick movement. I think it's a bit of a dodgy design — at least it isn't comfortable for the way I like to use a stick. I think it might break quite easily too.

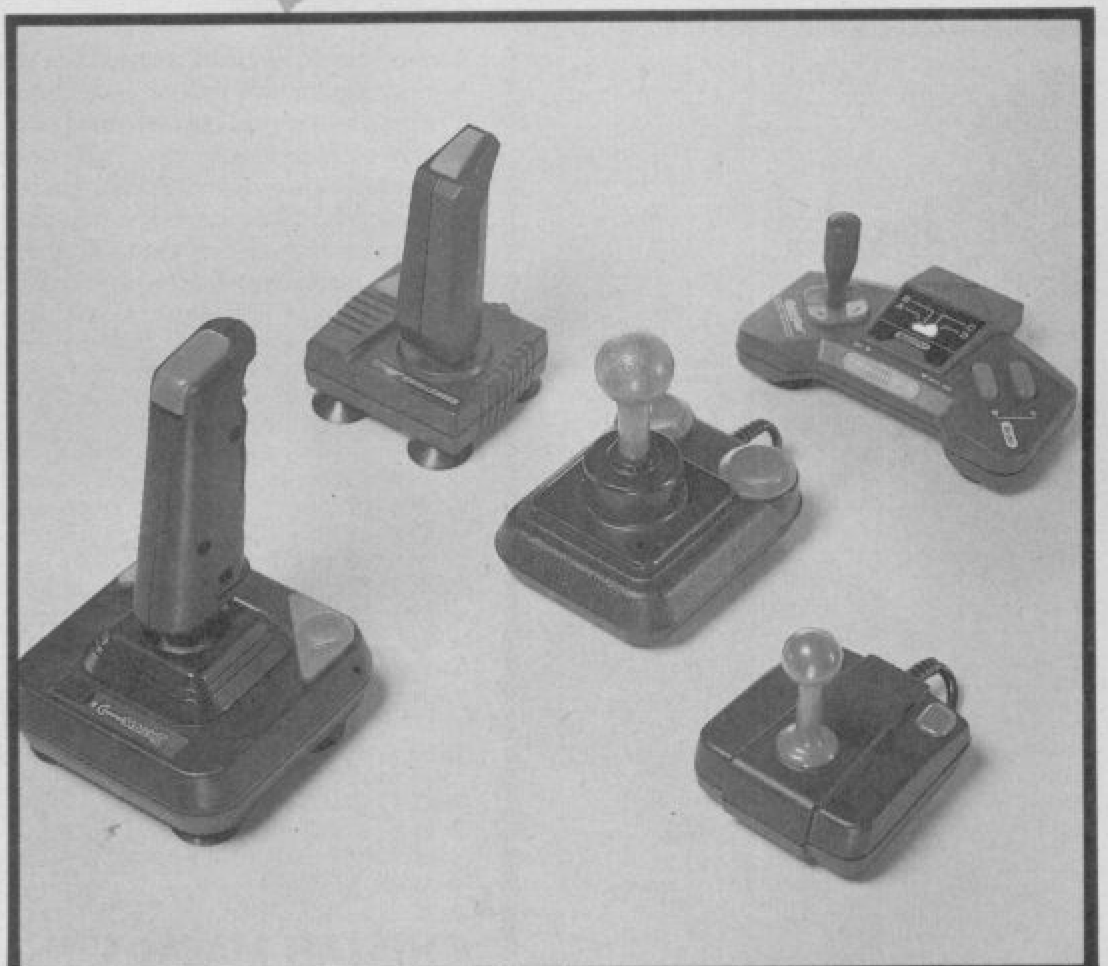
COMPETITION PRO 5000 Black (£14.95), Clear (£15.95), Extra Clear with autofire (£16.49)

These three Competition Pros are basically the same stick, the Extra being a souped-up version of the standard thing with rapid fire and slow motion features. Each has a steel shaft with a large car-like gear knob on the top and two large microswitched fire buttons on the base. Although it can be used as a desk-mounted stick it lacks suckers, so it's probably best to hold it in your lap. For once it's a stick that feels as sturdy as it says it is on the packet. Good but pricey.

David This is the one I've always played with at home, so I'm a bit biased but I find it very accurate and it has lasted for five years no trouble. My sister got a Quickshot 2 at the same time as me and it broke ages ago. What else can I say — it's a bit old fashioned, expensive and feels stiff when you first buy one, but I wouldn't play *R-Type* on any other joystick.

Jackie This is David's favourite?? You can't have it on the desk 'cos there are no suckers and the shaft's too stiff to move easily. It's alright to hold with my right hand, but I can't grip it properly with my left and there's a big knob on the top that I don't know what to do with.

Matt I find it a bit stiff, but David assures me it loosens up with age. It's definitely best hand-held — useless on a desk 'cos there are no suckers — and it feels like perhaps the most solid stick here.



Left to right: Cheetah Mach 1, Cheetah Challenger, Competition Pro 5000, Konix Megablaster, Quickshot Whizzmaster Games Controller.

KONIX NAVIGATOR (£14.99)

A rather oddly shaped joystick to be held in the hand — some people likened it to a *Star Trek* phaser, others to a stumpy racing yacht complete with keel! Ideal for those without a desk to lean on or who simply like to sit away from the screen. The grip does have a tendency to get a bit wet if a) you're a big fan of waggling games or b) you suffer from sweaty hands.

Best of the sticks designed for hand use only, but ridiculously expensive for what it is.

Matt This is one of my personal favourites because I like to hold a stick in my hand away from the desk and most of the larger ones are a bit awkward. We've had one in the office for ages and it's not broken yet! Definitely an advance over the Speedking which I was never quite sure how to hold, but isn't it a bit expensive for what it is?

David It's obviously designed for you to hold in your hand (very tightly) but I find it's too bulky for that and it makes my mitts ache. The shaft's so small you're using your fingertips all the time.

Jackie I really like it. It's small, light and you don't have to sit close to the screen to use it. Ideal if you've got small hands.

So there we have it. It's nice to be able to say that this year's crop of joysticks all meet a decent basic standard — so even if your granny sets out to buy you one unsupervised she's going to find it pretty difficult to come back with something totally unusable.

We've picked out a couple of Best Buys — sticks which offer a good compromise of high performance but low price — but choosing a joystick is such a personal thing we suggest you at least try to hold a few before you buy just to see which suits your hand shape and playing style.

David's Top Three

1) Cheetah 125+
Because I found it very precise, comfortable to hold and well priced.

2) Competition Pro
Because it's so durable — I've put it through a lot and it always comes out smiling.

3) Powerplay Cruiser
I like a hand-held stick, but if you have to have it stuck to the desk this works well because it's got such a wide base.

Jackie's Top Three

1) Navigator
Best of the bunch as far as I'm concerned — it's the most comfortable to hold.

2) Multicoloured Cruiser
'Cos I like a stick that isn't boring black and red and it's a damn good all-round joystick.

= 3) Cheetah 125+
A good standard stick.

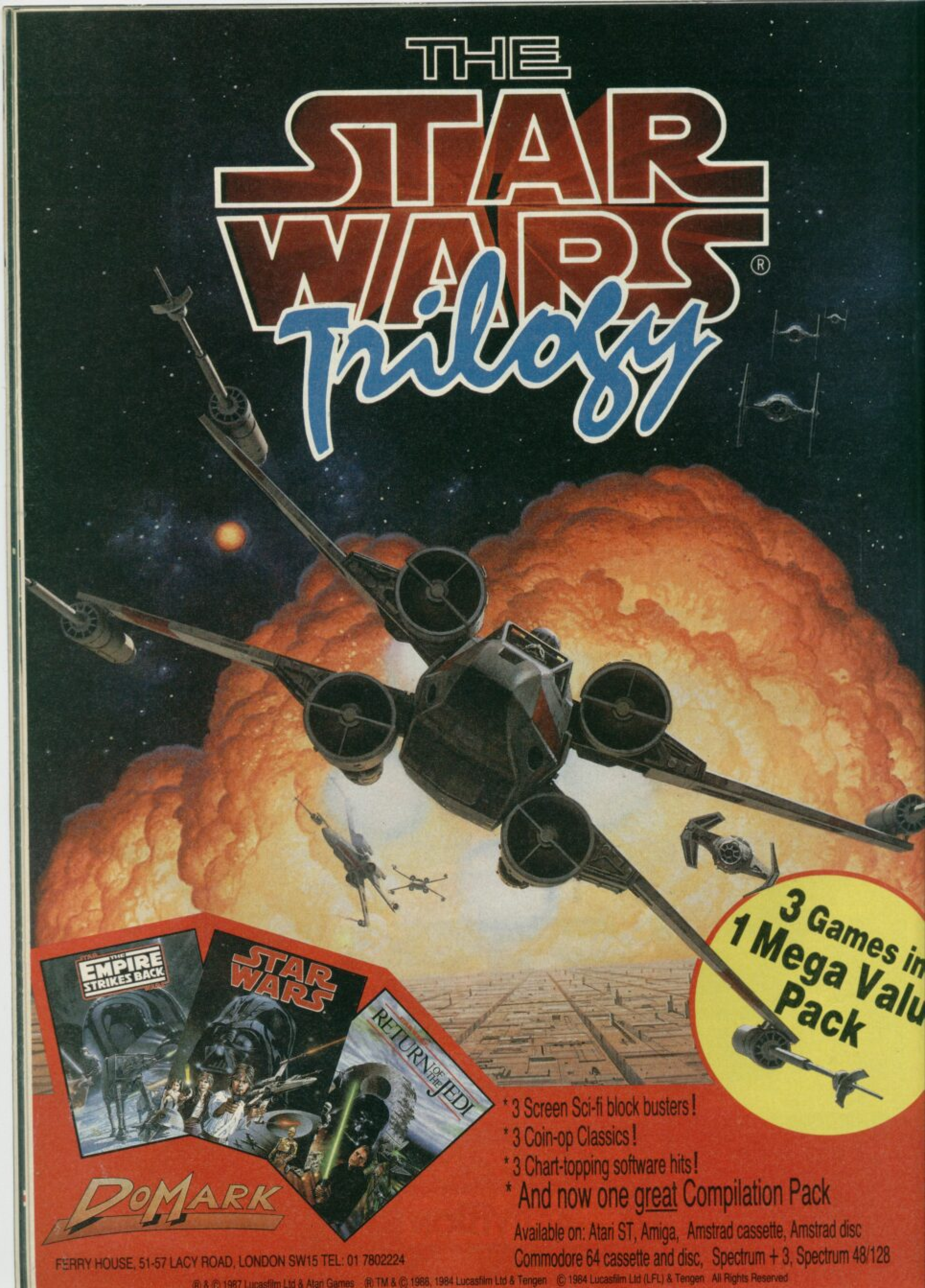
= 3) QuickShot Whizzmaster Game Controller
A neat idea, but only as a joystick — it doesn't work for me as a keypad at all.

Matt's Top Three

1) Powerplay Cruiser
Before we started I'd never have believed you if you'd said I'd end up liking this old warhorse best. However it does everything well, it's sturdy and it's cheap. Best buy, easily.

2) Cheetah 125+
Accurate and comfortable, this was my favourite of the aeroplane-style sticks despite the dodgy plastic casing. Cheap too.

= 3) Competition Pro Extra
= 3) Navigator
Both a bit expensive, but the Navigator is so comfortable and the Comp Pro so sturdy you can't ignore them.


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HINTS 'N' TIPS

YS TIPSHOP



And now... speaking to you live from Red Square in Moscow, it's *Phil South*, with more of your Hintsky and Tipovich.

As you can see, it's bracing weather here in Moscow this time of year. Brr. I've had to wear my thick asbestos y-fronts with the extra strong gussets. Yes, you know the ones. Coo, it's like eating a sweet with its wrapper on. Anyway, it's good to be here in old Mikhail's back yard, y'know. Yeah, I always thought the Russians were good eggs. All that nice balaliaka music, vodka an' stuff. I s'pose I could do without some of their nuclear bombs, but then couldn't we all, eh? Ooh, bit o' politics, bit o' politics! You know you can get pizza here now? Pretty flippin' far out, what? I can just see Marcus B on the blower ordering a "Lenin's Moustache with extra anchovies and hold the olives... How many kopeks for the garlic bread?" Worra pizza-scoffing little Berkbilge he is, eh?

Anyroadup, I've got a wopper loada tips for you this month. All the Tipshop mail has been diverted, via the Trans-Siberian Railway, a couple of yaks and a Lada drive from the station. They should be here any minute. (Screech! Clump clump clump. THUD. Clump clump. SLAM. VrrrOOOOmmm...) Thank you, Boris, now we can get on with the show.

Forgotten Worlds

Graeme Scott has really turned up trumps with this splondeed set of tips for the first two levels of *FG*.

"Right, let's get butch and fly round the room with *Fog Worlds*.

• Level One

Collect the blue spinning circles — these give you more money. When you come to shops don't go into the first one. Wait until the big spiders appear and go into the second shop. Then, when you've bought stuff and left the shop, you find the spiders have disappeared. Remember the gun turrets can only fire at certain angles, so their bullets can easily be dodged. Don't shoot the machinery, since it blows fire at you if you do. Do not touch the big cogs 'cos they drain your energy. When you come to the end-of-level monster, don't touch the debris and keep shooting at its mouth as soon as it comes on to the screen. Sometimes it dies straight away if you do this.

• Level Two

This level is almost the same as Level One. Watch out for the giant worms that pop out of the water. If they eat you, you are automatically killed. At the end of the level there's an enormous dragon. You can touch its body except for its heart, so get as close as possible to its heart and keep shooting at it. One final tip — if you're playing a one player game and are almost dead, press player two's fire button and you will become player two with all his lives and energy."

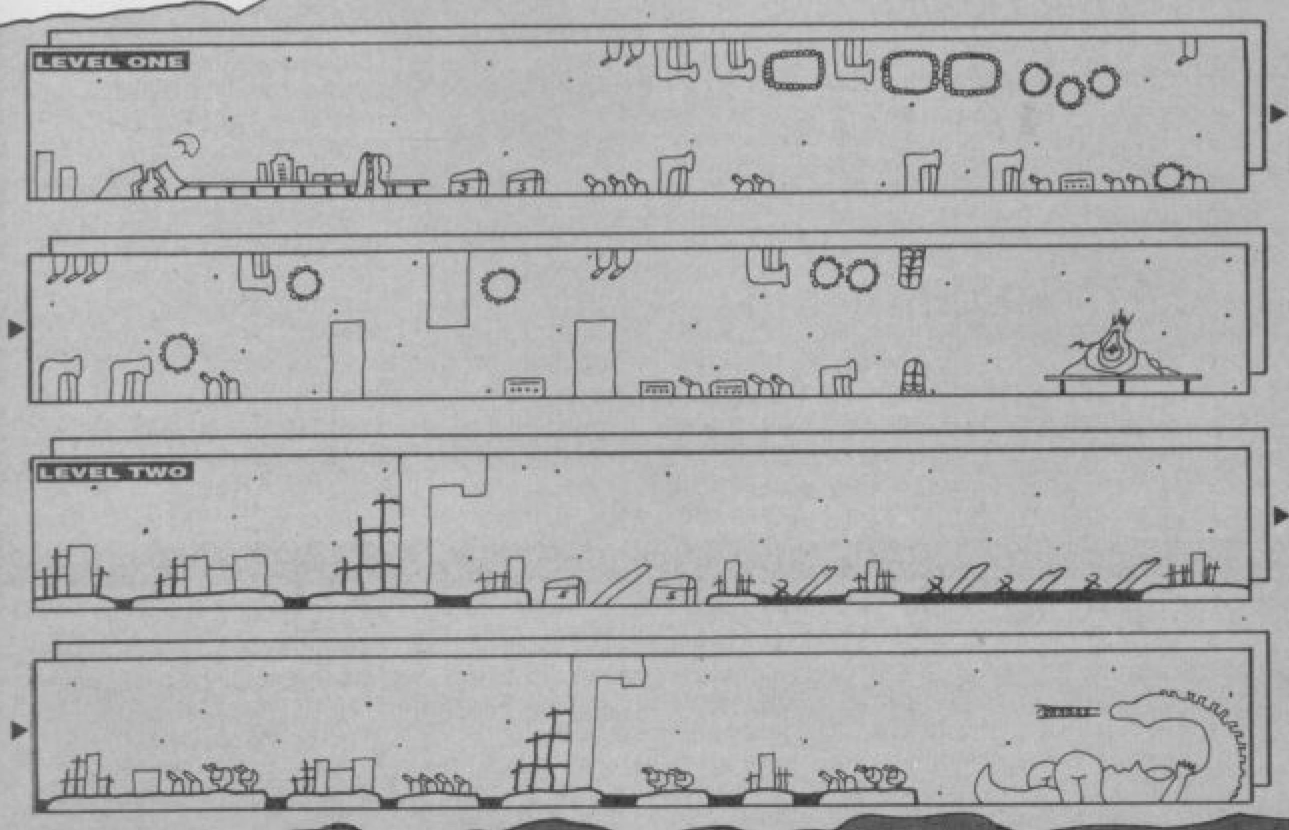
Hey, ears. Cheers. Nice one all round, I'd say. Now give us a twirl and go and stand over there. I'll look at your map in a minute. Chuck us a badge over, will you? (Clatter.) Yowch. And tuck the pin in before you throw it over next time. Tsk! It's so hard to get good help these days...

Crazy Cars II

Not the world's 'easiest game of the year' prize, this one. I still get lost just trying to steer the flippin'

Here's a map of *Fog Worlds* by the ever vigilant **Graeme Scott**. As a free gift he also tacked a POKE on the map, and it's POKE 30226,0. So there. *(Oi, thass my job, Snout! Fab Macca)* This'll get rid of the aliens. Cheers, ears.

Forgotten Worlds



PRACTICAL POKES

This month — *Everything You Wanted To Know About Multifaces But Never Got A Reply To* by laid-back loafer *Macca McCandless.*

Over the past few months I have had no end of people writing to me complaining — nay, screeching — about the sudden lack of multiface POKEs in this column. Ah… well let me first say that it's been by no means my fault. Oh no. Rather it's been the fault of the persistent market somnabulations which invoke a partial but remedial increase in the bionic stresses of the focal equilibrium, resulting in an esoteric… Oh, okay, it was my fault. But to remedy the situation, and to put those violently ill from severe multiface POKE withdrawal symptoms back on the road to recovery, I have printed a HUGE, MASSIVE, BIG mass of POKEs this month. I hope it makes up for the ones you've missed.

STOP PRESS! I've heard a rumour that multifaces will soon become illegal under a new law. Gulp!

VINDICATORS

The **Tefal Men**'s receeding hairlines make a welcome return to the page. They've hacked *Vindicators*, although not the Imagine version I'm told. Follow the Crash Preventer to make it work.

```
10 REM VINIDICATORS POKE by
20 REM THE TEFAL MEN
30 CLEAR 31e3
40 POKE 23739,111
50 LOAD ""SCREEN$
60 LOAD ""CODE 32765-128
70 CLS
80 LOAD ""SCREEN$
85 POKE 37913,0: REM PLAYER1
90 POKE 38094,0: REM PLAYER2
95 PRINT USR 32765
```

BLASTEROIDS

No sooner have I said goodbye and adios to the guys than they pop up again, plugged in and ready to go with another yummy little hack for *Blasteroids*, the revamped asteroids game.

```
10 REM BLASTERDIDS POKE by
20 REM THE TEFAL MEN
30 CLEAR 24576
40 LOAD ""CODE
50 POKE 65111,0: POKE 65112,91
60 FOR F=23296 TO 23302: READ A
70 POKE F,A: NEXT F
80 DATA 175,50,52,111
90 DATA 195,0,223
95 RANDOMIZE USR 65000
```

THE REAL GHOSTBUSTERS

And no sooner have I turned the lights out and retired for the night than, yikes, the **Tefal Men** reappear *yet* again, this time with a hack for *The Real Ghostbusters* from Activision. Cheers, guys.

```
10 REM REAL GHOSTBUSTERS POKE
20 REM THE TEFAL MEN
30 CLEAR 32767
40 LOAD ""CODE
50 POKE 65210,82: POKE 65211,1
60 FOR F=23296 TO 23302: READ A
70 POKE F,A: NEXT F
80 DATA 175,50,209,159
90 DATA 195,0,128
95 RANDOMIZE USR 65024
```

SCROLLING CREDITS

More people craving a mention are **Tareq Sabbagh**, **Lara** and **Karen**, **S Comerford**, **Tom Brandon**, **Steve P Brown** and **James Pozzard**. Well done, peeps.

CRASH PREVENTER

Scrutinize the following wise words when deliberating on the subject of how to make the POKEs on this page operate correctly.

If the POKE is a Basic listing…

1) Type in the listing exactly as it's written in the magazine.
2) Save the POKE on to tape (for later use).
3) Insert the game tape and rewind it to the start.
4) Type RUN followed by 'ENTER'.
5) Play the rewound tape.

If the POKE is of the multiface variety…

1) Make sure your interface is connected firmly to the rear of your Spectrum.
2) Load the game.
3) When the game has loaded, press the red button.
4) Press T, then SPACE.
5) Enter the address (the five digit number).
6) Enter the value (the number after the comma).
7) Press ENTER.
8) Press Q then R.

THAT'S IT!

That's your lot. Another month, another batch of POKEs, another barrel of laughs, another canoe full of complaining letters… ah, such is life. What have I got to look forward to in the future? Well, the PC Show is coming up — can't miss that. And then there's .. um… then there's… er, well that's about it. Until then, send all your POKEs to me (that's David McCandless) at Practical POKEs, *Your Sinclair*, 14 Rathbone Place, London W1P 1DE. See ya.

MULTIFACE corner

Here are all those multiface POKEs you were salivating for. Follow Part Two of the Crash Preventer to get them working. These POKEs are the hard work of **Robert Pick**, **Hugh J McLenaghan**, **Paul Busow**, **Robert Wilkenson**, **Colin Scott**, **Jon Dobson**, **Sean Groat** and **Henry Yorkie**. A big sweaty 'thank you' should also go to **Marcus** and **Damien Conway** who sent me a gigantic list of POKEs as long as an appendage (that's as long as my arm to you).

GAME	POKE	EFFECT
BALLBREAKER 2	35874,0	lives
	39883,0	ammo
BARBARIAN II	40159,0	energy
	38508,0	lives
DRAGON NINJA	38918,0	lives
	38684,1	time
DROIDS	34450,0:34548,0	no. one passes
	34499,0:34584,0	no. two passes
	31295,0:34248,0:34782,0	immunity
	39866,0:39867,0:39868,0	code always right
GUERILLA WAR 128K	40872,0	lives
	48010,0	enemy
H.A.T.E.	53246,14	lives
KARNOV	36847,201	start where killed
LIVE AND LET DIE	27261,201	fuel
	43324,0	get killed
NAVY MOVES Part One	49962,0	lives
Two	54047,0	lives
Three	55790,0	ammo
NINJA COMMANDO	29076,x	x = lives
OPERATION WOLF 128K	40727,183	magazines
	41150,0:41762,0	damage
	40837,0:40838,0	continues
RAMBO 3	57830,0:57831,0:57832,0	immunity
RENEGADE 3 48K	38459,0	energy
128K	38457,0	energy
	39085,0	time
RETURN OF THE JEDI	46267,201	no trees
ROADBLASTERS	55214,0	fuel
ROBOCOP	25917,0	lives
	25424,0	time
	25795,0	no pause when shot
	34039,0	turbo speed
STREET FIGHTER	42348,201	immunity
	37963,0	static enemy
	42698,0	time
TARGET RENEGADE	62765,0	turbo speed

thing, let alone do any tips for it! What about you, **Gavin Warrender**?

"Plan your route carefully, and just to be on the safe side make sure you know how to use a map. Always be ready for that vital turn-off. Fasten your seat belts for Mission One.

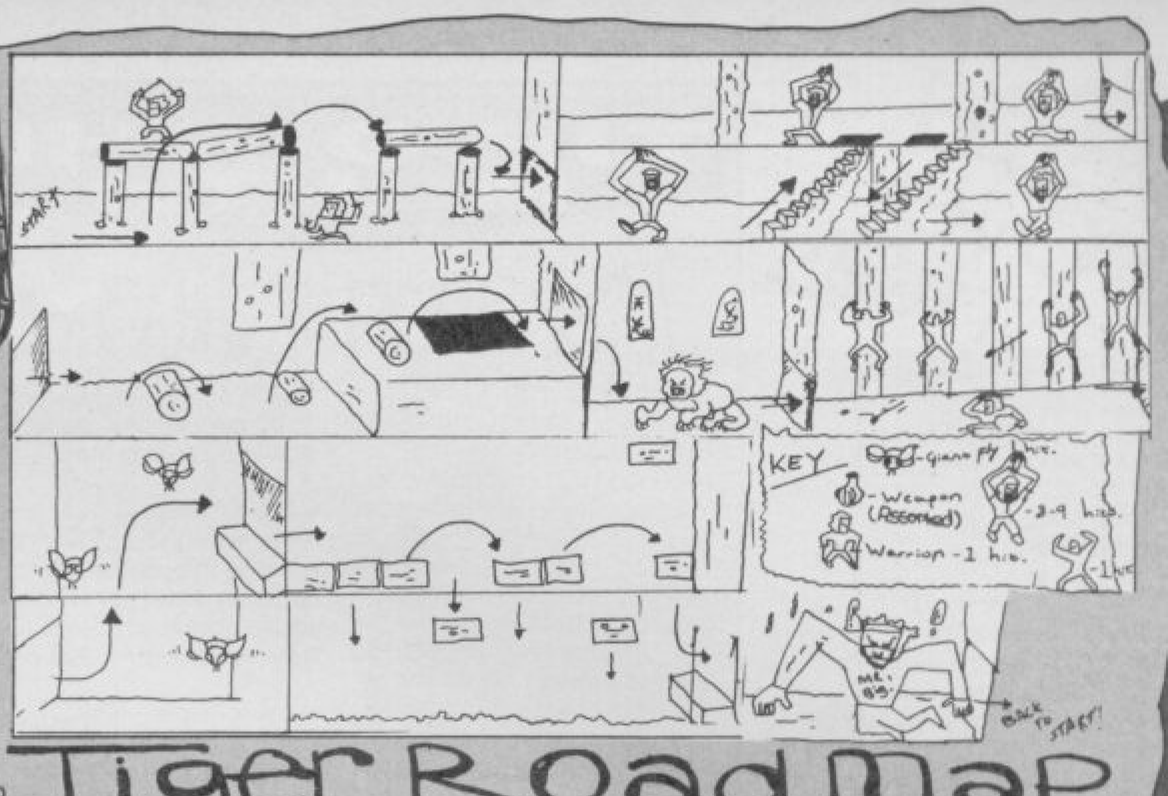
• Denver
Be ready as soon as you set off, as there's a cop car there right away. Take the first left (Route 285), then the first right (Route 70).

• Cortez
Take Route 25 and then the right turning when the radar says 160. Follow this road to its destination. You should be getting the hang of things now, so do the same for all the missions that follow. Just so that you can plan your destination in advance, here are the next few destinations.

— Phoenix, Arizona
— Las Cruses, New Mexico
— Springer, New Mexico
— Price, Utah

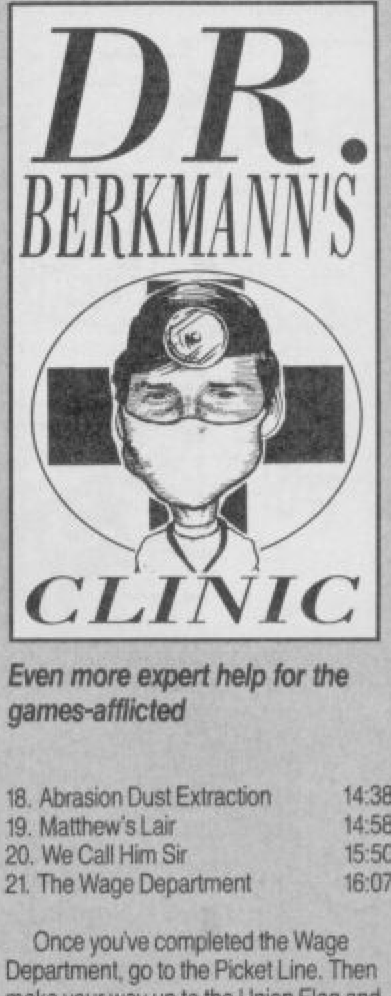
• **The Cop Cars**
The easy way of ridding yourself of a cop car is to tail him (not too close) until you come to the road blocks. The other way is to just burn past him, but you have to be quick or he'll just push you off the asphalt. If you are travelling below 163mph and you catch up to a cop car, it can arrest you. If you drive off the map, the road is lined with barriers. Game over!"

Thanks, Gavin. And don't worry about the typing. I have trouble typing when I'm asleep as well. Get back to bed at once!



Tiger Road Map

And so it should be. What? Oh sorry, I thought you said Tied The Ropes. Wot? No tigers in *Tiger Road*? Woss there then? Kung Fu fighters? Oh dear. Well, we'd better get **David Gibson** and **Evan Matheson** to do a map of it for us then.



Even more expert help for the games-afflicted

Worra pile of envelopes! Right, let's open 'em up. Scalpel, please, nurse...

LAST NINJA 2

Yup, we're still getting sacks of mail for this old warhorse, so without further ado (or even any at all)...

M A Wheeler – "I can get to the staff on the upper level (you climb up the net outside the room with the map) but I can't get off that level. Please help!" Go back to the grating, make sure you're facing inwards and climb down.

Tom Harada – "Aaaarrrggghh! I've got up on the wall, got a big stick in the pack and also found some hamburgers and nunchukkas but now I want to get on to the boat and play in the river. But where is the boat?" Ah well, you have to go through the gate. Talking of which....

D Howell – "In the tips it says to open the gate and use the key. It may sound stupid and I might be missing something, but how? I've found all the weapons and the key is in the bottom bandstand room – all I need now is to open the gate. I've tried everything but nothing works." Call the key up (by pressing ENTER), stand at the lock, press P, and hey presto! Either the gate's open or you're coming round to hit me with a shovel.

Robert Kell – "How do you get past the second part of the river? I've been told that I should use the pole. But how? And what pole? Does it mean the staff?" Certainly does. Read on, Macduff.

Christopher Tilmouth – "I can get to the island near the end of Level One easily enough, but once there I can neither get on to the boat nor start it moving. I've tried carrying everything, and all sorts of manoevres among all the bushes (fnar), but I still can't see how to exit the level." Yes, you and Robert are in a similar pickle, aren't you? Jump over to the island, stand in the bushes and use the staff to push the boat. Then jump back to the mainland, nip round to the other bit of river on the right, jump on to the boat (which will have floated round by then) and from there to the bank on the other side. Sneaky, huh?

Chris Lloyd – "Please help! I'm desperate! On Level Five how do you get on to the ladder under the helicopter?" Assuming you've managed to get on to the roof in the first place, you should just be able to jump on to it. Have you been to the terminal to get the pass number? Avoided the fan and gone through the grating? Climbed the ladder to the roof?

Any more problems, let me know.

DUSTIN

Good game, this, wasn't it? A shame that Dinamic never got to release it properly in the country – but not for anyone who was wise enough to buy that copy of *YS*, ho ho ho. Still, **Glenn Furniss** was wondering how to finish the game, blocked as he was by a cannibal at the exit. **Antony Salem** comes to his aid. "Ho yus indeed. Bash up the guard who runs up and down where the TNT is. Then take the money to the statue – there's a map in ish 37 which'll tell you exactly where it is. Then press FIRE and you'll get the statue. Take it to the cannibal and he will let you through to the boat and freedom. Good luck!" Thanx a bundle, old top, and also to **Graeme Finlayson**.

R-TYPE

A quickie here. **Chris Lloyd** (same geezer) is also glued up on Dunc's fave zap 'em up. "How do you pass the snake thing on Level Two?" Simple, sez **Chris Delahunty**. (Wot, again? Is there no limit to this man's knowledge?) "To kill the snake, shoot the round bits. To kill the mega-nasty, shoot the glowing blob." Poetry, sheer poetry...

TECHNICIAN TED

As promised, the last 11 rooms you need to get to and turn off the flashing whatnots. And if you manage them all, you're a better man than I (I'm still stuck at... well, a pathetically early stage).

11. Laser Slice Separation	12:15pm
12. Bay 7	12:34
13. Micro Chip Mounting	12:59
14. Tea Machine	13:02
15. Power Generator	13:18
16. Electroplating Bath	14:00
17. Quality Assurance Department	14:25
18. Abrasion Dust Extraction	14:38
19. Matthew's Lair	14:58
20. We Call Him Sir	15:50
21. The Wage Department	16:07

Once you've completed the Wage Department, go to the Picket Line. Then make your way up to the Union Flag and down again to the Picket Line (in the middle). Now you can go left to a spanking brand new room called "OK! Now Where Do I Get My Reward?" Go in and walk left through the exit to complete the game.

BACK TO SKOOL

A swift response to **Andrew Tulloch**'s gamesnag – he wondered how to get the frog in the cup. Step forward **Andrew 'The Goat' Whittaker**...

"First, you have to have unlocked the bike. When you're ready to put the frog in the cup in the girl's kitchen, ride the bike to the girl's school, pedalling for a while, then climb on to the saddle by pressing the Up key. Then, when you are just to the left or right of the cup, press Up again to jump... up! If you get it right, the frog will be in the cup, ready to knock Miss Take's bonce!"

Great stuff, Goat, and worth a badge, if not a big pile of crabgrass. Mmm. Yummy!

CLOT CITY

Remember those clots who forgot to mention their names when writing in with *Spellbound* solutions? Well, one of them was **Daniel Ramsay**. (Thanks for writing, Dan. Got your badge yet?) But who was the other one?

This month's clot is **John McLaren**, who writes to ask me how to break the padlock to get to the boiler room. Fair enough, John, but in which game?

HAYLP!

More of those devilish snags that are driving Clinic readers to untold depths of cruelty and violence, or at least making them cry a lot.

James McGowan, f'rinstance, is stuck on *Treasure Island Dizzy*. "How do you get past the mine where it says 'Danger Blasting Area' on the scroll? I have got the dynamite to stay by the rock, and the infra-red detonator. How do you blow up the mine and get past?"

Matthew Batters, meanwhile, is having "a spot of trouble with *Rambo III*." What? Shot you in cold blood again, has he? "No, you twit, it's that electric door. How do I get past it?"

Mark Young is glued up with *Nigel Mansell's Grand Prix*. "The problem is that I can't qualify for the Spanish Grand Prix. The qualifying time is 96 seconds and my quickest is 109. Is that a fault in the game or am I a complete wimp?"

Finally, **Paul Spillar** wants to know where the bolt cutters can be found in *Dizzy*, and **David Harbinson** can't get the candle in *Grange Hill*. Can you haylp?

Next month's attractions include an absolutely devilish tip for *FD II* and, well, loads more. Meanwhile, keep on sending in those snags, solutions and all the rest to Dr B's C, *YS*, 14 Rathbone Place, London W1P 1DE. As ever, anyone mentioned gets a bright 'n' shiny *YS* Tipshop badge! Yo!

Head Over Heels

What? But this was ages ago... Still, it has been re-released and it was the all-time Megagame smasheroony of the century. *(Eh? Ed)* So what have you got to say about it, **John Robertson**?

"Did you know that in *Head Over Heels* you don't have to go to the market to join Head and Heels together. Just flip to Heels when you start, and get the bag. Then come back to the start and bring Head in. Position Head in the opposite direction to the teleporting thingy (face the wall), stay in Head mode, press Swop and Jump at the same time. Heels should jump as high as Head. Keep doing that and Heels should get over that barrier."

Hmm, I'll have to try that. I knew there must be some other way round that one, and it's been a long time since I booted *HOH*. Nice one, Robbo. Keep it up.

ZOLYX

Amazing really. No sooner do you sellotape a tape to your front cover, than 1,400 people are banging on the door waving their tips at you. (Oo-er.) Luckily, the firemen and the man with the ferret all saw the funny side. Anyway, about this *Zolyx* business. It seems that everyone and his mum has got a tip for this game. Just a random sift through the mounds of post reveals tips from **Paul John Seamark**, **Jakk Westerbeke**, **David Hubber**, **Anthony** and **Graham Wheat**, **Wilhelm Rezac**, **I Thompson (Mr)**, **Mark Bennett**, **Edward Daines**, **Lawrence Dean**, **Robert 'Boffin' Leather**, **Sean Sifford** and, lastly, **Karl Bunyan**. Phew! Wot a bunch of tippers you are. So here we go then, with the Big Tip. Let's hear it from **Paul John Seamark**, being as how he's on the top of the pile. Take it away, Paul.

"I have achieved a score of 11275 on Level 11 of *Zolyx*. Check this out.

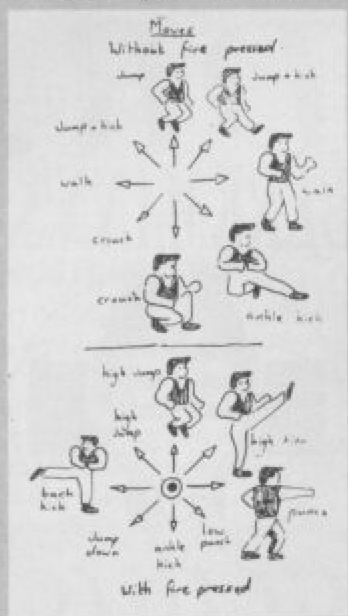
TIP O' THE MONTH

Dragon Ninja

And still the tips roll in for Ninja games. It's amazing, innit? Put a load of black cloth around people and they think they can slice bread with their bare hands! I dunno.

Still, as long as the likes of **DS**, **Andy Worgan**, **Nick Spencer**, **Christophe Castegrera** and **Martin Burrell** keep writing in, I'll keep printing 'em. So off you go boys. Let's have a go at these ninjas. Oh, and lads? Throw the Marquis Of Queensbury rules out the flippin' window. You won't need those in here!

Firstly we've got **DS** and his joystick map. This tells you what's what (or not) in the game.



And how's about this? It's **Christophe Castagrera** with the definitive hints and tips.

"**Right, here we go.**

• Level One — Boss
When you reach him wait until he walks up to you, then jump down just as he breathes his fire. He will then follow you. Do two kneeling kicks then jump up again or he'll burn you and make your hair go crispy brown. Keep doing this until he kicks the bucket.

• Level Two
Just hit the ninjas and dames, but be careful of the gaps.

• Level Two — Boss
You've got to be quick with this guy. He hits you at head level, then jumps up and hits you at any level! Hit him a few times then back off. If he keeps getting lucky hits, go up to him and keep hitting him.

• Level Three
From now on hit all baddies as soon as they come into range, because if you get stunned you're gonna get Level Three Boss on this level a bit early.

• Level Three — Boss
Same as ninjas on this level. Be very quick and use your level jumping tactic if an escape is needed.

• Level Four
Same as Level Three.

• Level Four — Boss
Be quick. You can go straight in and start hitting while ducking. Jumping up and down a level may save your energy, but watch out, he's quick.

• Level Five
Same as Level Four.

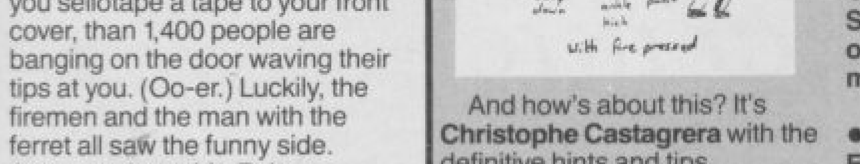
• Level Five — Boss
Pole-hitting him a few times then walking round a bit should do the trick but be careful of his hurricane spin — it can take a lot of energy out of you.

• Level Six
Same as Level Two, but watch out for the gaps. This time they must be jumped pixel perfect.

• Level Six — Boss
Every time I get this guy and I have three lives he seems to kick me without letting me get one punch in. Weird! He's rather dumb — jump over him and hit him from behind until he turns around. Repeat this until he croaks but watch out for his spasms. (Parp.)

• Level Seven
This is the level where you get all the bosses in a different order. When you reach Dragon Ninja, watch out for his fireballs. Jump or duck them and then go and kick him in. Praying might also help."

It would? Wow, it's down on the old knees for me then. Thanx you guys. You are truly the OXO cubes in the stew of life.



(A) (B) (C) (D) (E)

(A) Move your cursor down to about here.
(B) Now press Fire and write.
(C) Then make a shape like this.
(D) Move cursor right and then up.
(E) Now press Fire and Left and you should see the message, "Screen Completed".

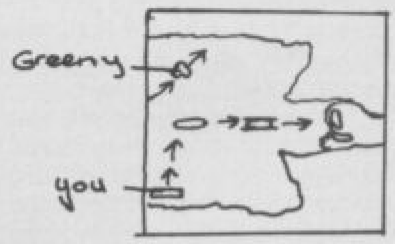
Do this on every level."

Gee, thanks, Paul. I was really looking forward to finishing *Zolyx* under my own steam... Actually, I'm joking, you can have this badge. (Clink.) Ta.

R-Type

Yes, I know I mentioned this a while ago, but this tip is dead good. Look, it seems this bod called **Nathan Flood** has just completed *R-Type*, and he'd like to tell us how to do the last level. Okay, bignose, go ahead.

"First get the pod on the back and fire it off, only keep firing. Just after getting the blue gem, move back to avoid the missile and put the pod on the front. Avoid the greenies. *(You mean there are environmentalists in this game? Coo. Ed)* When the greeny moves from middle to top right, move up and fire the pod into Bydo's gob. Move down to avoid missiles and greenies (quite tricky) and shortly afterwards Bydo will be dead. When you complete the game, a load of coloured ships go by and you get a message from the programmer saying how skill you are."



Well thanx, me old dobber. Have a banana. (Squelch.) And let that be a lesson to ya.

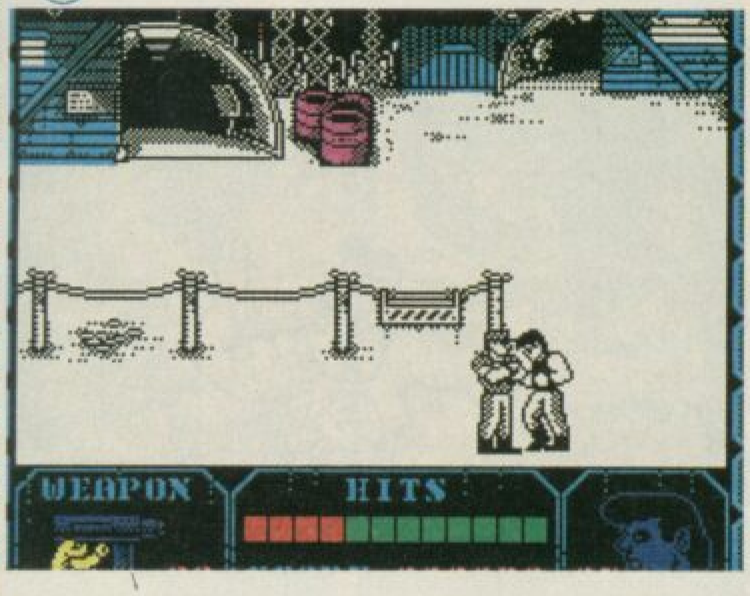
And so to sleep...

Hog snoo hog snoo... Snark! Sorry, oh, I thought someone said time for bed. Sorry 'bout that. I'm a bit tired.

So, that's all we have time for this ish, but watch out next time for all your hints 'n' tips as we dive once more into the Shop. Don't forget, send all your hints, tips, maps, rice cakes and severed heads to Phil Snouty, *YS* Tipshop, *Your Sinclair*, 14 Rathbone Place, London W1P 1DE, and any I print will get a free I've Got Big Tips badge. Coo, how can you possibly contain your moist, oozing anticipation?

beat 'em up

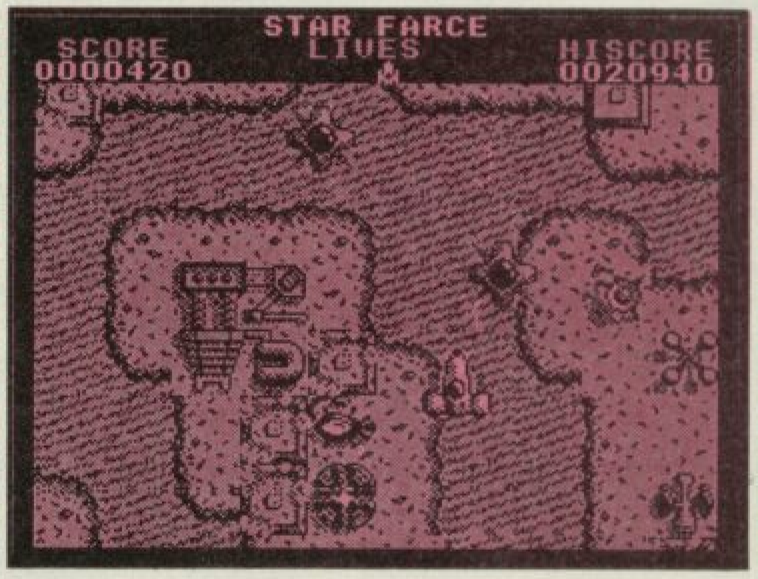
NOURISHING TIPS



Shanghai Warriors

shoot 'em up

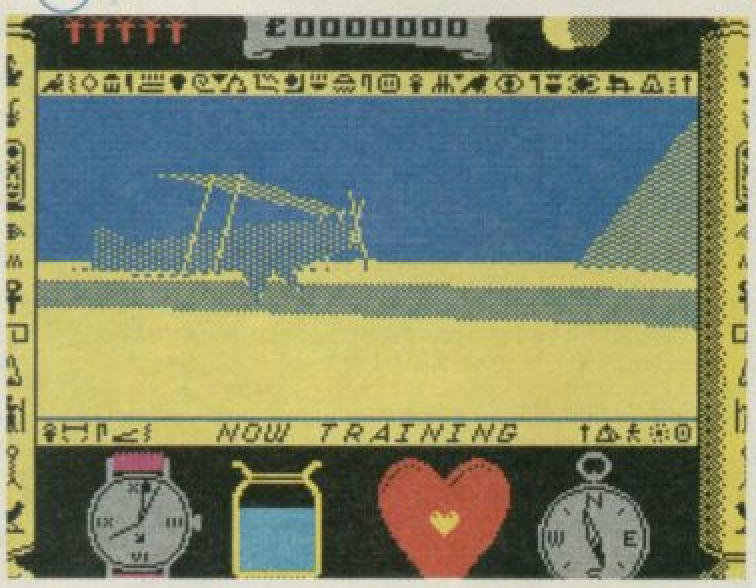
NOURISHING TIPS



Starfarce

arcade adventure

NOURISHING TIPS

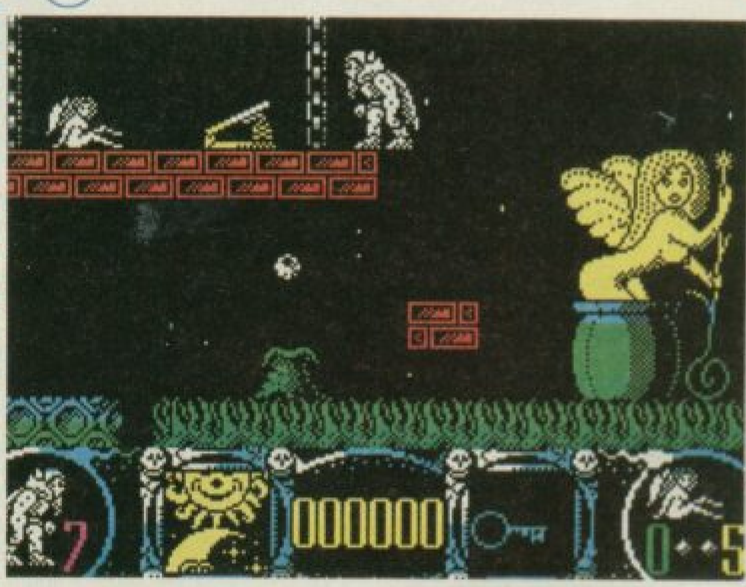


Total Eclipse

Part 4

arcade adventure

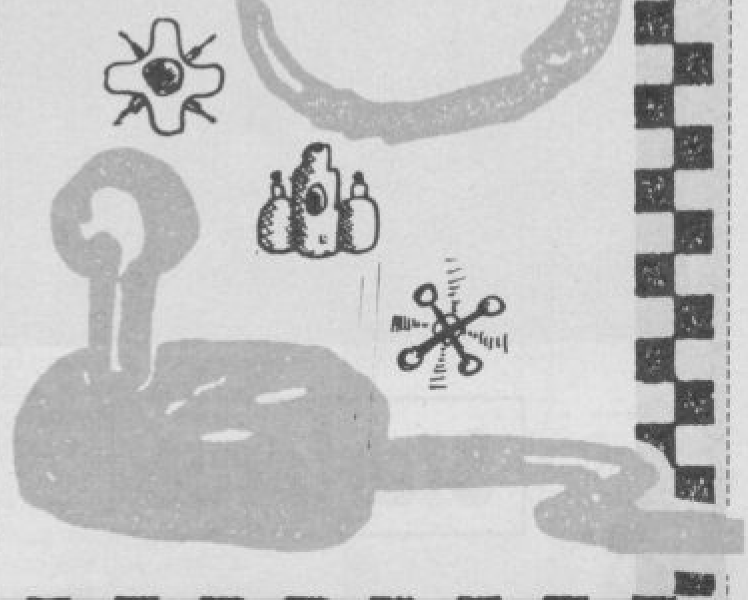
NOURISHING TIPS



Stormlord

Starfarce
By **Jonathon Hale**

I have found a cheat mode for Mastertronic's *Starfarce*. When the game has loaded, redefine the keys as TRONIC. After this several beeps will be heard if it's worked properly. Redefine the keys again and start the game. You will now have infinite lives. (It's still a rock hard game though!)



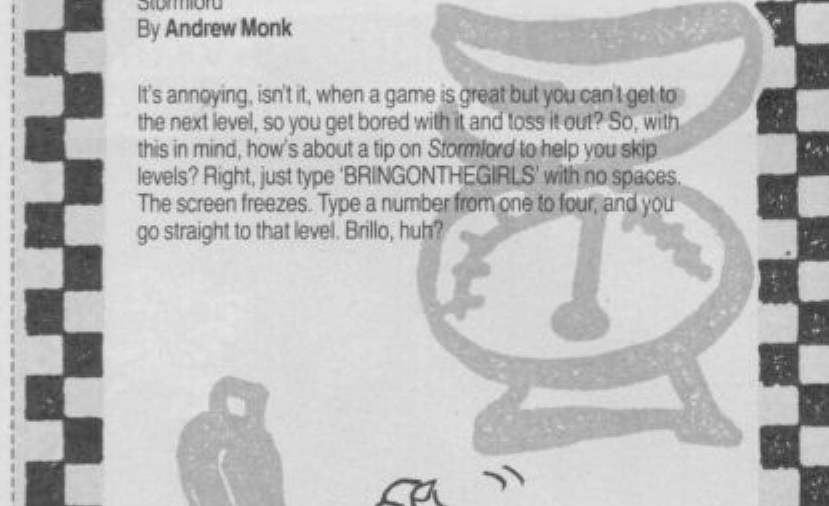
Shanghai Warriors
By **Rajan Menra**

I have just found an amazing cheat for the new Players game, *Shanghai Warriors*. Play the game through once and get on to the high score table (anything over seven will do!). Then when it comes to entering your name just type 'OUTLAND' and start the game. Instead of killing all the punks, if you get into a tight spot, just press the DELETE key and all the punks will die.



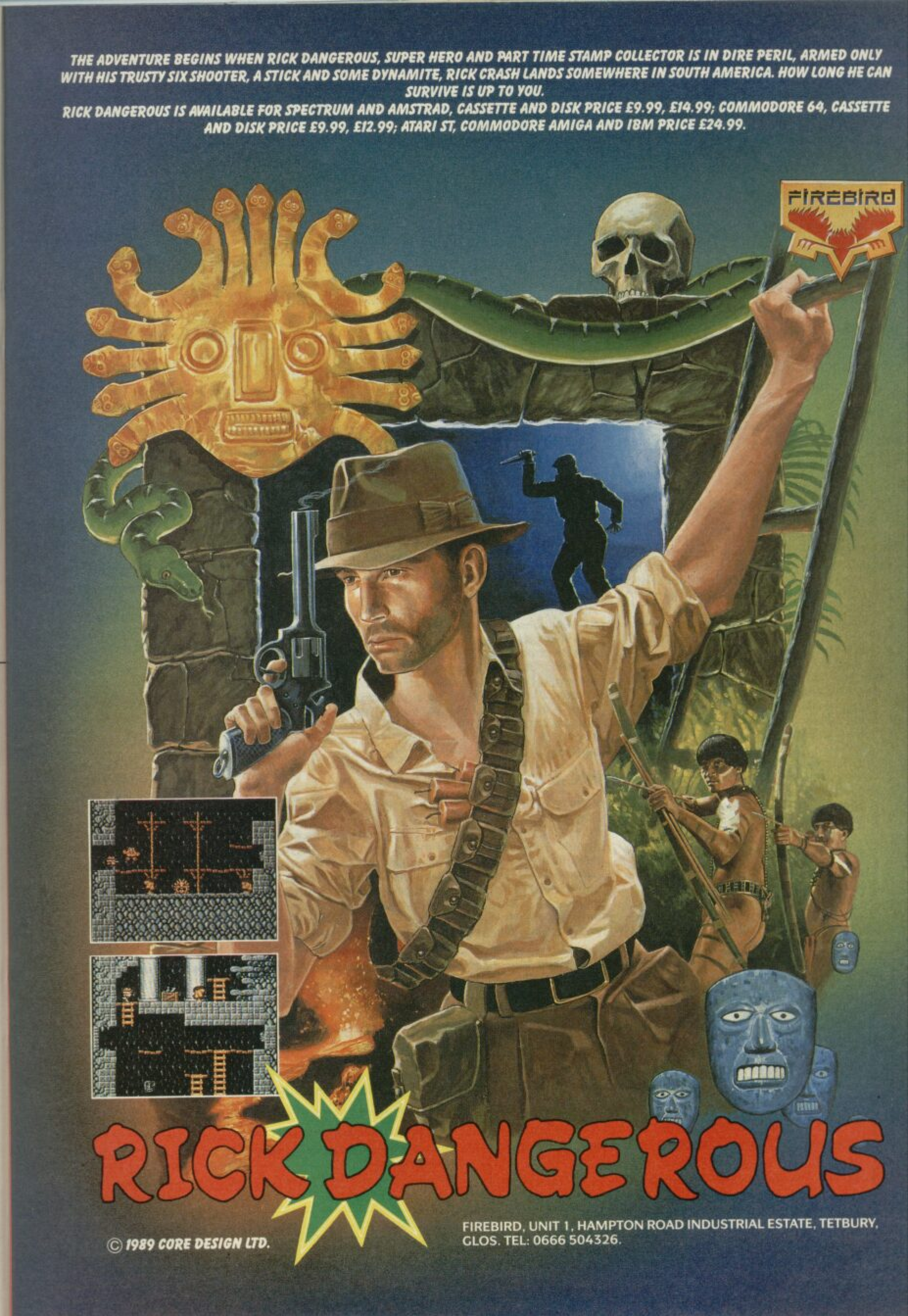
Stormlord
By **Andrew Monk**

It's annoying, isn't it, when a game is great but you can't get to the next level, so you get bored with it and toss it out? So, with this in mind, how's about a tip on *Stormlord* to help you skip levels? Right, just type 'BRINGONTHEGIRLS' with no spaces. The screen freezes. Type a number from one to four, and you go straight to that level. Brillo, huh?

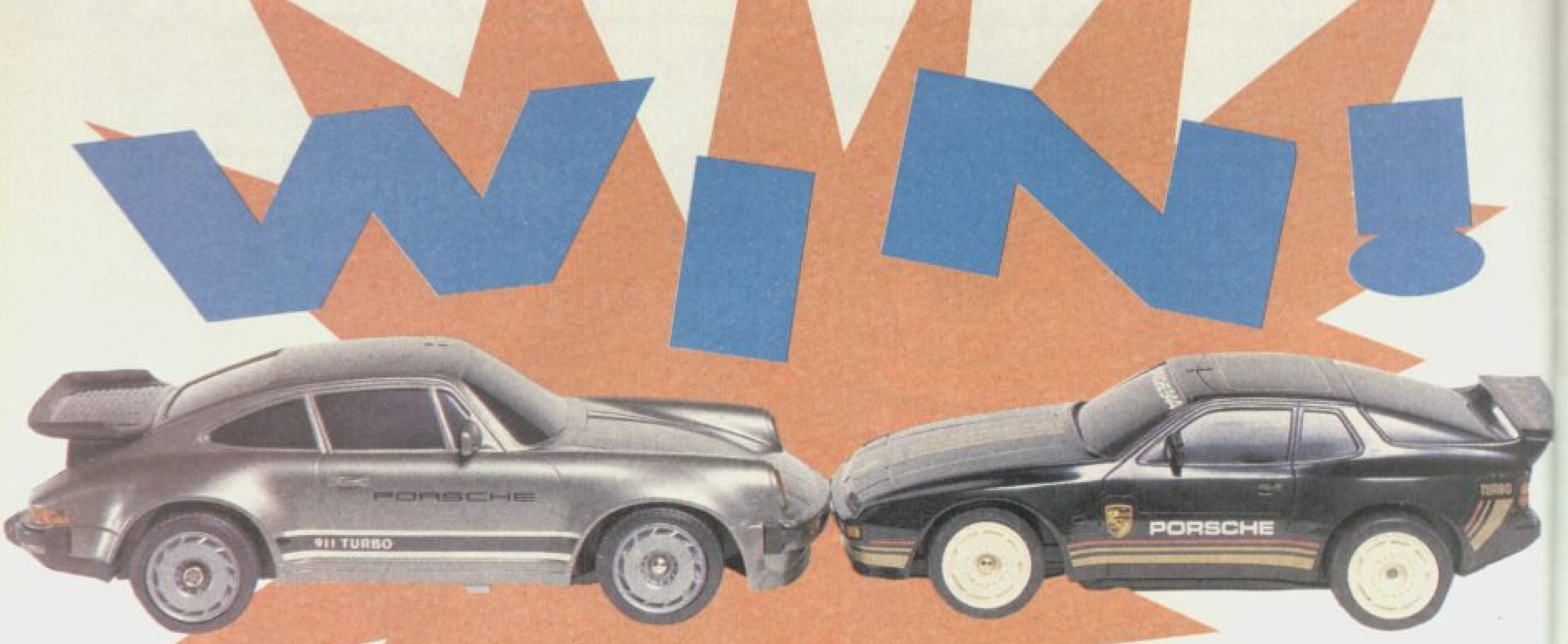


Total Eclipse (Part Four)
By **Alex Delicado**

15. Go through the NW door and climb steps behind mummy. RAMESSES -C. Take adjacent side door to the right of middle door. RAMESSES-A. Go through adjacent door. Climb steps over to ledge and shoot head symbol to make a match. Retrace steps back to NEPHTHYS-C.
16. NEPHTHYS-C. Touch grille on the wall until it transports you to KHEPRESH-A. Go through door by Bird symbol into KHEPRESH-D. Climb steps into PHARAOHS-A. Climb over stone, turn to face South. Shoot top door's barrier (it'll disappear) then shoot at the door. Climb steps into PHARAOHS-D. Climb up the steps onto the ledge and down the steps at the other end. Go through the door into PHARAOHS-F. Carefully walk the ledge and emerge in PHARAOHS-G. Crawl under the trap, remove barrier with last spare Ankh. (You should still have five lit up in yellow.) Enter PHARAOHS-H
17. PHARAOHS-H. Climb down the steps to the last step. Turn left, climb off. Take the treasure. Turn right. Avoid blue square on the floor. Climb first step, turn right, then climb rest of steps and walk into PHARAOHS-E. Turn left and climb steps into SHABAKA-B.
18. SHABAKA-B. Climb first step. Press H key. Climb second step. Touch H key twice. You will now appear in SHABAKA-A, the Shrine of Re. Avoiding trapdoor in the floor, turn left and approach statue until you touch it. Press the H key. Fire at statue non-stop.
19. The statue will be destroyed, the curse overcome and you will be awarded £2 million. You will see the eclipse pass safely.
20. GAME END: FINAL SCORE 5555,000.


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Comps And Robbers!!



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Yep, you heard right! Donuts! *APB* (that's 'All Points Bulletin') is all set to be an APB (that's 'Amazing Peachy Blinder') of a game! You'll get to play Officer Bob with a daily quota of collars to feel! Eating donuts will increase your energy, but if ya' don't make your quota then you'll have to hang up your handcuffs.

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It's A Cinch, Partner!

Well, it couldn't be peasier (shame it's not English cops, 'cos then I could have said PC-er!) or lemon squeasier if you prefer! Simply study the names of these American cops. They are all sidekicks of famous TV detectives. What we want you to do is to write down on the coupon the names of the sidekicks alongside their 'tec chums, Spec-chums. Reckon you can handle it? Well then, jot down your answers, name and address and stick the coupon on the back of a *Starsky And Hutch* novel, or a postcard, and mail it to *I'm A Police Car, And You're Not! So Ner-Nah, Ner-Nah, Ner-Nah!* Compo, *Your Sinclair*, PO Box 1509, Enfield, Middlesex EN1 1LQ before 31st October 1989.

Dann-O

Renko

Boswell

Stavros

Lacey

Rules

- Anyone entering this compo who is in the employ of either Dennis or Domark risks having his collar felt!
- Don't argue with Chief O'Bielby — his decision is final!!
- Any entries received after October 31st 1989 (spook!) will be bunged in the back of a 'Black Maria' and driven to the local refuse tip! You have been warned!

Okay, Officer Bob, it's a fair cop. I've been rumbled, but I've also sussed out that the cops below are partnered by

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VISA

GOING DOWN

Never a man to miss out on a spicy low-pricey, *Jonathan Davies* sifts through this month's batch of good, bad and downright ugly budget games.

BARGAIN BASEMENT

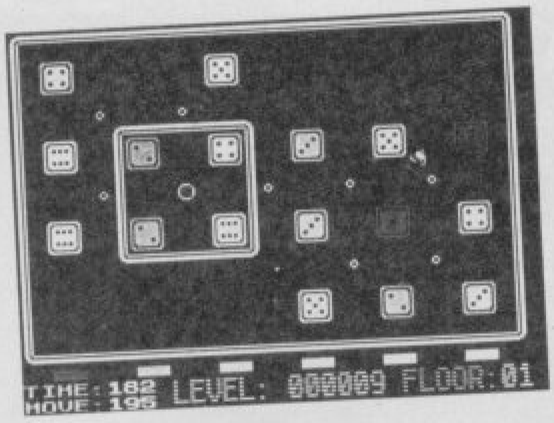
MINDTRAP
Mastertronic Plus/£2.99

If there's one thing budget labels always seem to do well, it's these little puzzley things. Ones featuring coloured blocks seem to crop up particularly frequently and, as chance would have it, *Mindtrap* is one such game.

In this case, you move the blocks around by rotating groups of four of them through 90° about a central axis, if you see what I mean. The ultimate aim is to get them all lined up in columns of the same colour before the timer runs down, at which point you'll move on to the next of the 999,999 levels.

Eh?

Yeah, there're rather a lot, really. Shame they couldn't make it to 1,000,000 which would have been quite an achievement, but that still works out to about (prod, prod...) 25 screens for every byte of free memory. Not



bad going. You're not expected to sit through from start to end in one sitting though. Good Lord no. There's a password system (32 letters and numbers to scribble down per level), so you can split up the (prod, prod...) 40,000-odd hours it would take to complete them all into manageable chunks of, say, four hours a day. Keep that up every day and it would take you (prod, prod, prod...) 27 years to finish the game. Not bad for a couple of quid.

I'm hooked. Buy it.

CANYON WARRIOR
Mastertronic Plus/£2.99

"The alien High Command's base has been found, your task is to find the mothership then blow it to pieces."

Apart from earning it's author a slapped wrist for poor use of punctuation (I'd have tried a semi-colon) *(Sure Jonathan. So what's that apostrophe doing in the possessive adjective 'its' on your first line?! Prod Ed).* Er... um... yes, well... okay... apart from earning *its* author a slapped wrist for poor use of punctuation, that sentence should serve as an omen of what's coming next. For *Canyon Warrior* is none other than a stereotyped vertically scrolling shooter, complete with add-on weaponry and an editor for the first three levels.

That's it, really. In comparison with the rest of them, this one fares pretty well. It's fast, slick and tidily presented. There are some good zappy sound effects on the 128K version, and the editor is quite good fun. The one in the game, I mean, not boring old Matt. The only real cause for concern is that the



various levels are all a bit samey so the desire to keep battling onwards tends to be quickly replaced by a desire to hit the Reset button.

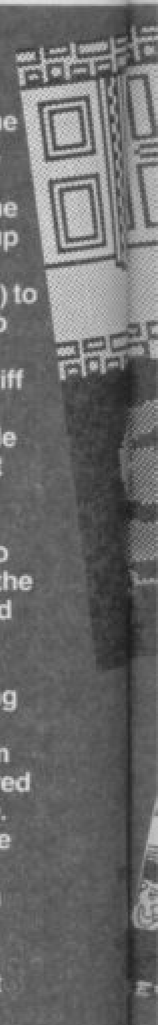
A harmless enough effort, but I can't see myself loading it up again in the near future.

SCOOBY DOO
Elite/£1.99

Remember Shaggy, Fred, Velma, Daphne (wahay) and Scooby? Oh. Well, anyway, Elite has regurgitated its game-of-the-cartoon which was Megagamed first time round. As I remember it, Elite screwed up the first time it had a go at this one, and ended up having to get Gargoyle (who?) to cobble something together in about two weeks or something ridiculous. You wouldn't believe it, though. This one's triff through and through!

As usual, the team has run into trouble and has been bottled by a mad scientist who can presumably think of nothing better to do. Scooby has escaped unscathed so, with your help, he's got to rescue them all from a haunted house (the sort with portraits whose eyes move and book cases that swivel round, but you don't get to see them). There are thousands of baddies to smash up using Scooby's new-found karate skills, and these vary in the game's four levels from merely nasty to the sort of thing even Fred wouldn't want to look straight in the eye.

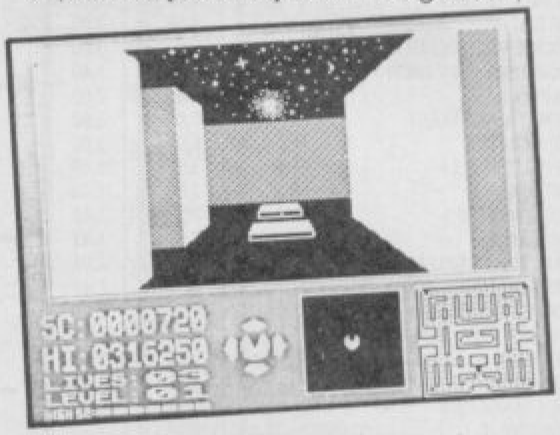
Graphics take priority here, with some excellent animation, but, although it's really just a tarted-up scrolling beat 'em up, *Scooby*'s great fun underneath too. Difficult aussi, but I did nearly get on to Level Three. And I'd have done it too if it wasn't for those meddling kids!



PLANET TEN
Mastertronic Plus/£2.99

Stupid really. For years we've been staring out into space, mapping out galaxies billions of light years away and probing into the depths of black holes when all along, right on our doorstep, was the tenth planet in the solar system. And we didn't even notice it! How phenomenally unobservant.

Predictably enough it turns out to have hostile intentions towards Earth and so you, a spherical, yellow object with a big mouth,



are despatched to deal with it and its inhabitants — cute, ghost-like creatures who frequent mazes filled with energy packs and power pills.

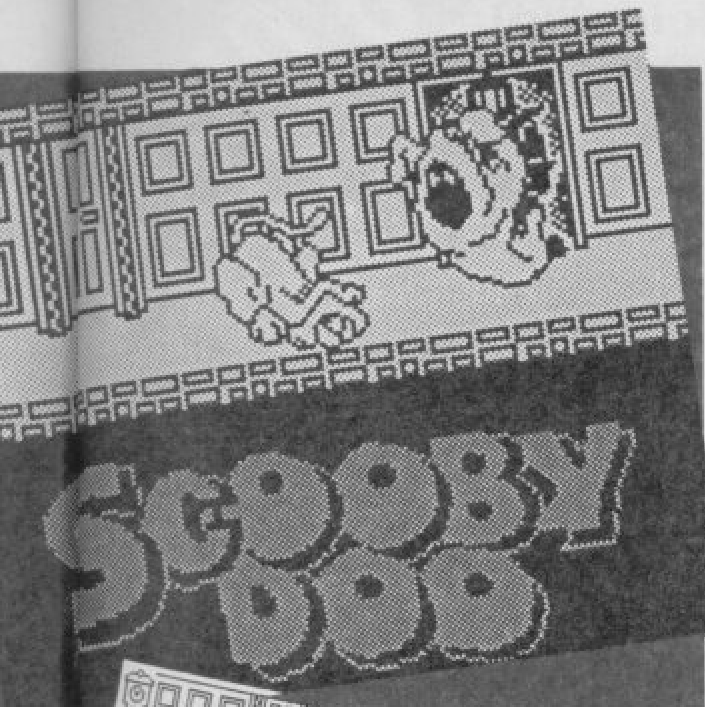
Now I know what you're thinking, and I must admit that I have to agree. But this is 1989, and things have progressed. The maze is in 3D. Power pills come hurtling towards you. Ghosts leap out at you from the screen, causing you to reel back in terror. You never know what might be lurking round the next corner, and have to react instantly when your ghost-detector signals danger.

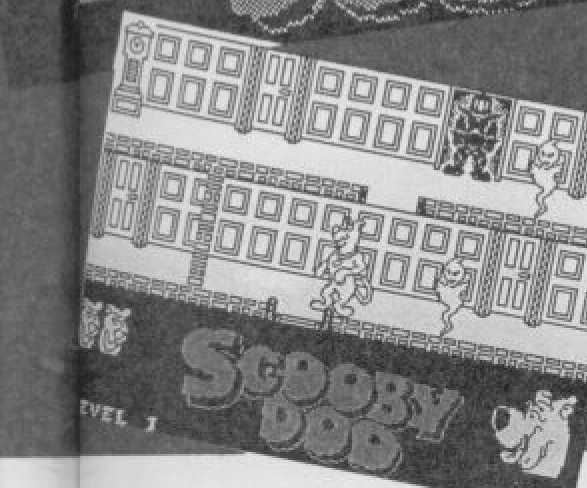
While it loses degrees for unoriginality, *Planet Ten* more than makes up for them in technical merit. The game has a fair turn of speed, and things grow to fill the whole screen as they come towards you.

In the end, though, nothing can hide its roots. *PacMan* is *PacMan*, however many dimensions it's displayed in, and addictiveness is affected accordingly. At the asking price, though, definitely worthy of consideration.

MUTANT FORTRESS
Players Premier/£2.99

Otherwise known, we're informed, as *The Muties Stole My Truck, Mutant Fortress* is a sort of mishmash of *Ghosts And Goblins, Green Beret* and *Cobra*.





In fact, the first level is almost a straight *G&G* rip-off, with zombies emerging from the ground, gravestones and swooping birds. The other two lean a bit more towards *Green Beret* — soldiers, that kind of thing. Add-on weapons abound, and that big-game feel is simulated by the use of a multi-load system.

With a pedigree as safe as that, *Mutant Fortress* couldn't really go wrong, and luckily it hasn't. Although the graphics are merely passable, those muties keep on coming and even your joystick will be perspiring before long. A nice touch is the mantraps which immobilize you for a while — best to jump over them. It's a shame they couldn't have come up with a few more bits and pieces like



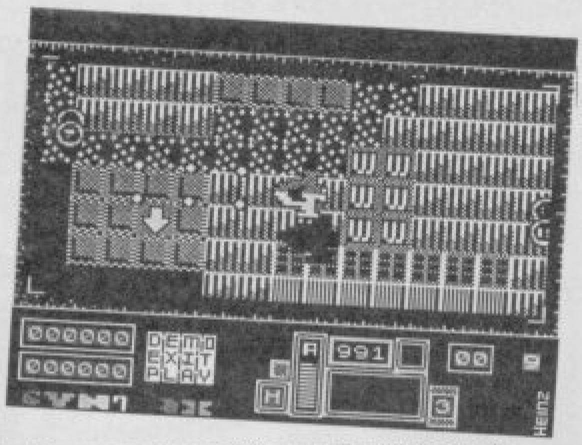
that, and maybe a couple more levels to pad it out a bit. Still, mustn't grumble.

SYNTAX

Blue Ribbon/£2.99

Syntax is a four-way scrolling shooter in which you have to save the day by finding ten deactivation crystals to drop into the baddies' ventilation shafts. There are various ground features which, if flown over, will produce desirable effects. The action is viewed from overhead, *Uridium*-style.

That's the theory anyway — in practice



things are rather different. To tell the truth, this is quite possibly the worst game I have ever played in my entire life. Apart from *Transylvanian Tower* perhaps, but that was in a different league altogether. The scrolling is jerky, your 'impulse drive fighter' is nauseatingly unmanoeuvrable, there are only two different sound effects (a beep and a slightly higher beep) and even the Sinclair character set makes a special guest appearance. Other problems include dodgy collision detection, primitive graphics, cursor-key controls . . . I could go on for hours. The fact is that it's practically impossible to tell what you can fly over and what you can't.

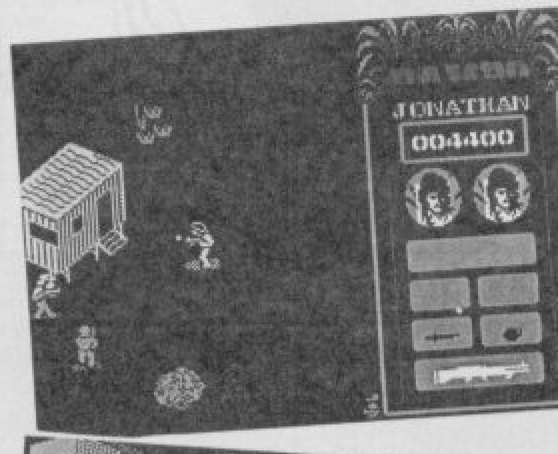
Dreadful. Quite dreadful.

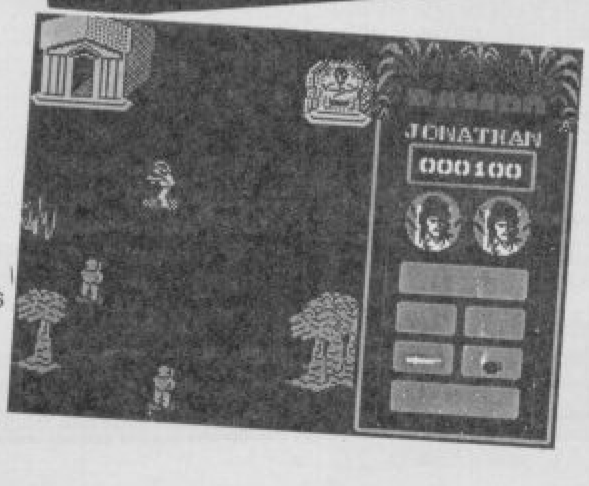
RAMBO

The Hit Squad/£2.99

Another rechauffé offering which features everyone's favourite diplomat. The plot is predictable enough — stampede through the jungle committing multiple homicide in all directions. Likewise through a village, rescuing a prisoner, leaping aboard a helicopter and so on.

I seem to remember this being one of the first licensed games that anybody actually liked, and it still looks quite good all these years later. Only 'quite', mind. The scrolling is the sort that waits 'til you get to the edge of the screen, then frantically whizzes the next bit on. This looks crude and makes it tricky to see who's going to be next to shoot you. Otherwise the graphics are generally fine, particularly the village houses which can be reduced to ruins with one grenade. Sound is pretty puny (these were the pre-128 days after all) which is a shame as this game is really all about massive explosions and ear-





wax-crudling screams.

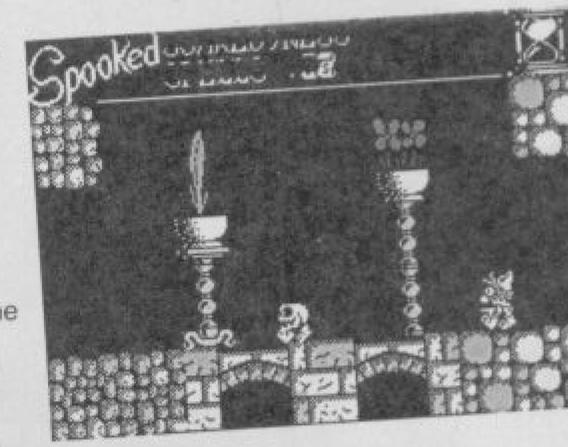
As a full-pricer it would look decidedly crap these days, but at three quid *Rambo* is a darned sight better than most of the purpose-built cheapie stuff around.

SPOOKED

Players Premier/£2.99

The time - midnight (probably). The place - 225 Pine Street, a deserted house in an undesirable part of town. The plot - broadly similar to that of *Ghostbusters*. Essentially your task is to rid the house of its supernatural inhabitants by creating 'letter spells' and using them to play Hangman against someone or other. The spells are made by dropping insects, collected from around the house's 384 rooms, into cauldrons and hoping for the best. Opposition is provided by ghosts and skeletons who follow you around and bump you off-course in a rather irritating manner.

Surprise, surprise, another variation on that classic cheapie theme - the arcade adventure. Loads of screens (although most of them are rather vacuous), slick, cutsie



graphics and an alarming tendency to keep one riveted for hours. Great.

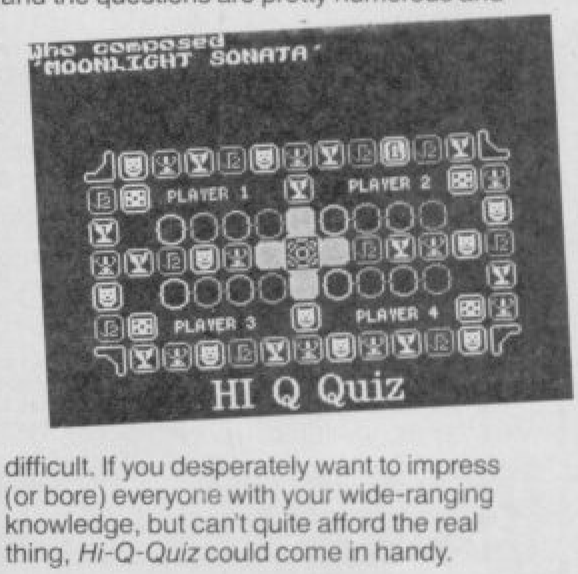
HI-Q-QUIZ

Blue Ribbon/£2.99

Triv time again, and here is Blue Ribbon's answer to Domark's best seller. The board is pretty much the same, as are the rules. All that's lacking is the assortment of fab musical and graphical questions that gave them something to write about on the packaging of the original.

There are four categories of questions — Science, Sport (yuck), History/Geography and Art/Entertainment. The idea is to roll the dice, move and answer a question (you have the option of a time limit). Once you've answered a specific number of each, move back to the start and you've won. Up to four people can play.

And that's it. No problems execution-wise, and the questions are pretty numerous and



difficult. If you desperately want to impress (or bore) everyone with your wide-ranging knowledge, but can't quite afford the real thing, *Hi-Q-Quiz* could come in handy.

BARGAINS

YS OFFERS

Need some back up? Then get a *YS* Back Issue!

BACK ISSUES

Suffering from aches and pains, Specchums? Painful twinges, sudden smarts and sleepless nights? We all know the cause. It's down to the fact that you foolishly missed that brill issue with the definitive *YS* Guide To Second-hand Spectrums (or whatever) and your body's suffering from lack of Spectrum fortification. But fear not. Help is at hand. We've got the panacea to cure all ills. It's your very own trouble-shooting guide to these back (issue) blues. Yikes!



Arcadester's Aorta (4)



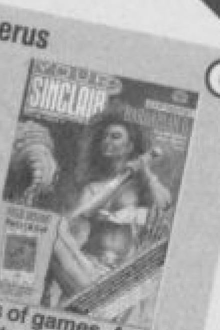
Cause A lack of fortifying game reviews, hints, tips and features. *Remedy* Issues **1-44** of *YS* for the most definitive full colour reviews, previews, hints, tips and maps of every game ever. Not forgetting the specials on coin-op conversions, sport, telly, film licences and budget houses in issues **9**, **13**, **15**, **17** and **31** for extra relief.

Artist's Eye (5)



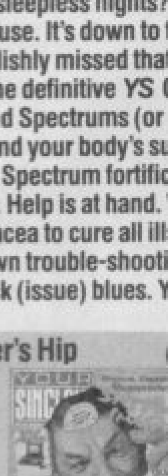
Cause Dodgy artistic leanings. *Remedy* Issue **4** for a dose of *Art Studio*, plus issue **8** for a pinch of *Animator* and, of course, issue **14** for a final pick-me-up of *Artist II*.

Hacker's Humerus (6)



Cause Deprivation of important hacking and POKEing information. *Remedy* Issues **1-44** which are stuffed full of hacks and POKEs for trillions and zillions of games. And for a speedy recovery there's the brilliant Smash Tips with hints, tips, POKEs and complete solutions for every game ever in issues **32**, **33**, **34**, **35** and **36**. (Also see Special Remedy.)

Hardware Hunter's Hip (3)



Cause A deficiency of definitive hardware info. *Remedy* Issues **2** and **35** for joystick reviews, issues **4**, **10**, **19**, **35** and **39** for reviews of the 128, +2, +3, Sinclair PC 200 and Sam Coupé, issue **5** for wafadrives, issue **7** for Saga keyboards, issue **16** for a modem special, issues **6**, **8**, **13** and **14** for hardware round ups, issues **27-44** for *Rage Hard* regulars, issue **43** for a look at the Sinclair Magnum light gun and, for good measure, issue **42** for the *YS* Guide To Buying A Second-hand Spectrum.

Programmer's Patella (7)



Cause Insufficient programming gen. *Remedy* Issues **1-44** for all the programs we've ever printed in *YS*. Plus an extra pick-me-up with issue **11** in the form of a special on *3D Game Maker*.

Musician's Pelvis (2)



Cause Lack of rhythm in the upper torso. *Remedy* Loosen up with the Specdrum review and *Wham* Music Box special in issue **3**, the Music For Beginners special in issue **7**, Supergroup in **12** and the review of the Cheetah Mk 5 midi keyboard in issue **18**.

Adventurer's Ankle (8)



Cause A shortfall of accurate adventure reviews and news. *Remedy* Issues **1-44** for all the in-depth reviews you are ever likely to need. With extra sustenance in the form of A-Z Tips Guides in issues **11**, **15**, **33** and **40**, specials on *GAC* and *PAWS* in issues **9**, **18**, **36** and **43** and the DIY Adventure Guide in **34**.

Bargain Hunter's Bottom (1)



Cause Distinct lack of brilliant free gifts. *Remedy* Issues **1**, **17**, **22**, **24**, **25**, **29**, **30**, **31**, **34**, **35**, **36**, **37**, **38**, **39**, **40**, **41**, **42**, **43** and **44** for 20 Smash Tapes, all containing fabby complete games. Issues **26** and **41** for the miracle cure of très cool *YS* badges and issues **21** and **40** for the after tonic of super swish *YS* stickers.

Special Remedy





The best cure for those of you who are feeling really clapped out 'cos you've got real hack, POKE and tip troubles is the complete collection of Smash Tips in issues **32**, **33**, **34**, **35** and **36**. Buy the complete collection all at once and you'll also get a brilliant *Smash Tips* binder, worth £2.99, absolutely FREE! Simply tick the *Smash Tips* binder box at the bottom of the coupon when ordering your Back Issues and we'll send you your binder ABSOLUTELY FREE!

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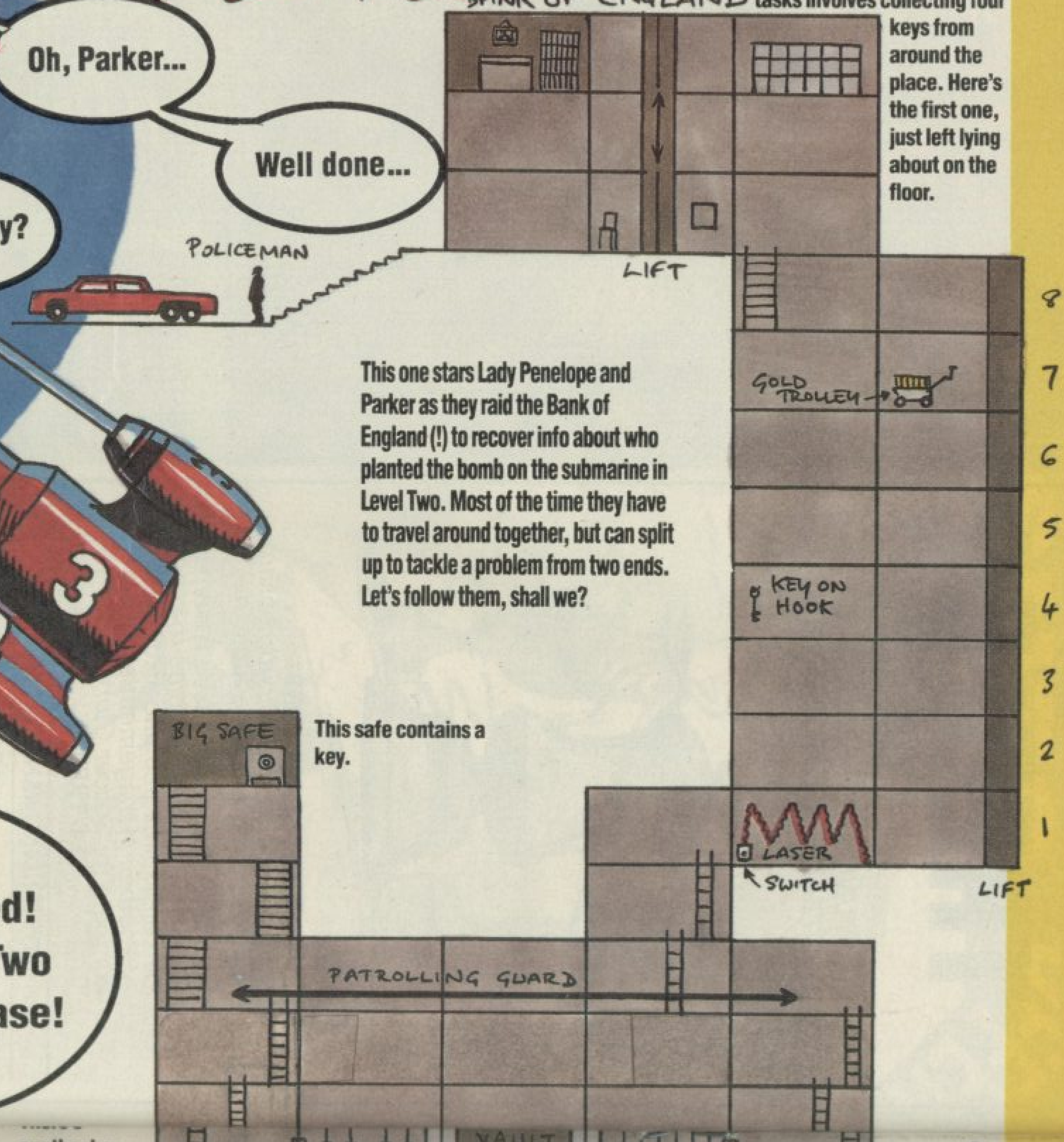
ILLUSTRATIONS BY NICK GRANT

UNDERBIRDS

LEVEL 3

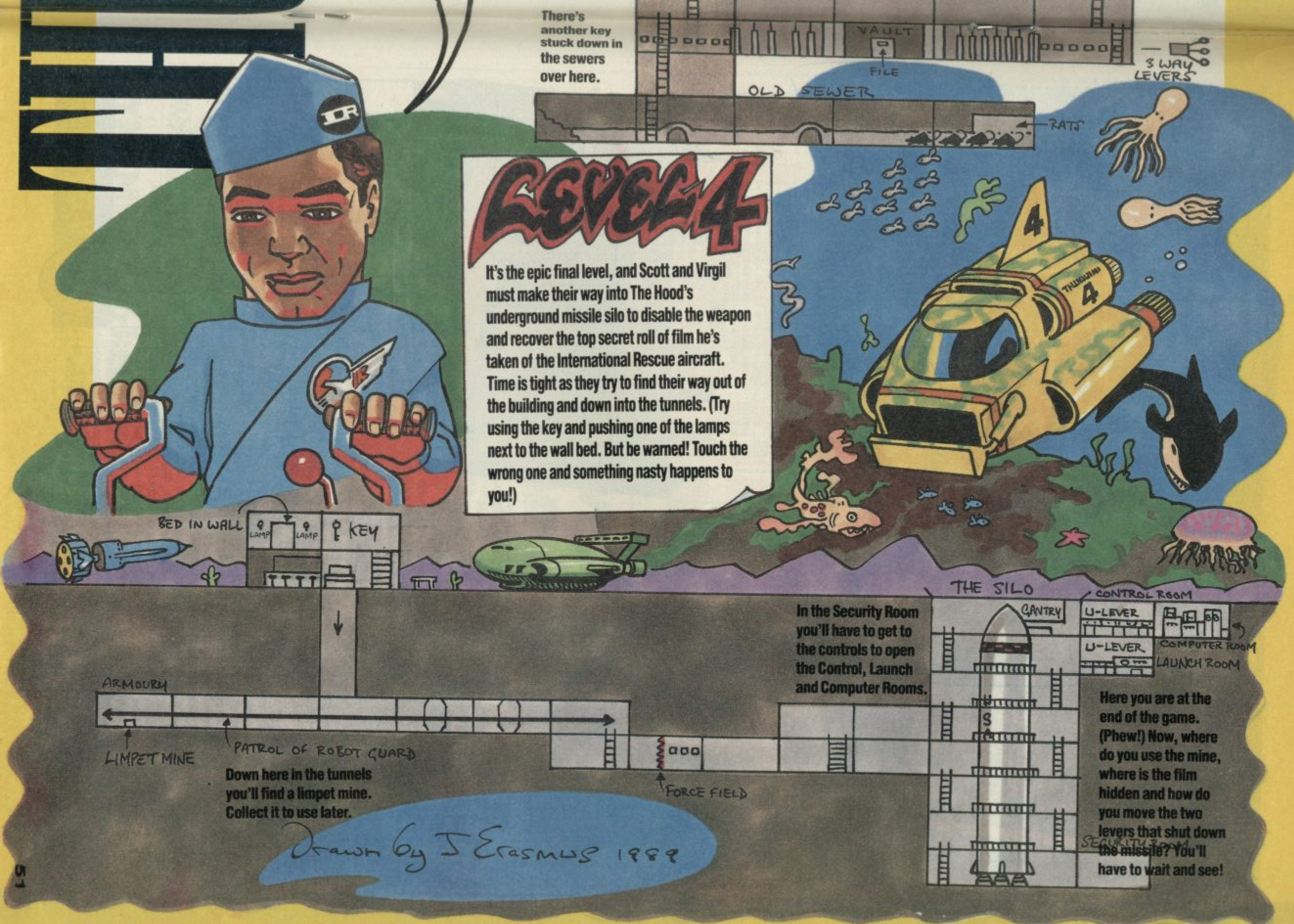


This one stars Lady Penelope and Parker as they raid the Bank of England (!) to recover info about who planted the bomb on the submarine in Level Two. Most of the time they have to travel around together, but can split up to tackle a problem from two ends. Let's follow them, shall we?



On this level one of the main tasks involves collecting four keys from around the place. Here's the first one, just left lying about on the floor.

This safe contains a key.



There's another key stuck down in the sewers over here.

LEVEL 4

It's the epic final level, and Scott and Virgil must make their way into The Hood's underground missile silo to disable the weapon and recover the top secret roll of film he's taken of the International Rescue aircraft. Time is tight as they try to find their way out of the building and down into the tunnels. (Try using the key and pushing one of the lamps next to the wall bed. But be warned! Touch the wrong one and something nasty happens to you!)

In the Security Room you'll have to get to the controls to open the Control, Launch and Computer Rooms.

Down here in the tunnels you'll find a limpet mine. Collect it to use later.

Here you are at the end of the game. (Phew!) Now, where do you use the mine, where is the film hidden and how do you move the two levers that shut down the missile? You'll have to wait and see!



Mazemania



Hewson/£9.99 cass



Jonathan Hewson seems to have been a bit quiet on the full-price front recently (or maybe I'm just being unobservant), and since its stuff is practically always received with outstretched arms and slavering chops, *Mazemania* is virtually guaranteed a place in the history books. Another easy chart-topping Megagame, scooping up every award going and inspiring a stream of budget clones.

Or is it? (Sinister chords...)

Flippo the hedgehog (not a good start) appears to be in some kind of *Pacman*ia-like scrolling maze, being pursued by a plethora (hang on — my teef have come out. Scrilch! That's better) of baddies. To escape he has to run about flipping over the tiles that make up the floor, which is much more aesthetically pleasing than eating dots I reckon, and gives rise to a variety of 'flip' jokes which we'll pass over for the moment.

Luckily there's absolutely no explanation to the logic underlying these activities, so we can dive straight in and examine the important bits.

The graphics and sound first, I think. Yup. Pretty good. Nice and colourful (those are shadows, not attribute problems. Honest). Fast scrolling. The best bit is probably the tiles-flipping-over effect. And the worst bit? The music on the title page, which sounds horribly like the 'hold' tune on the *YS* phone system.

As well as just the usual 'flip and forget' tiles, there are others that need a little more persistence. Some flip back if you run over them again, which can be rather annoying, and others need to be approached from specific directions or flipped twice. There are also icons drifting about which will give you the usual extra lives, energy and points if collected. Predictably, some also act as power pills and let you pounce on your foe for a change.

The trouble is, that's it really. For the first few goes the game is great fun, and that flip-effect sends a sort of tingley feeling running down your spine. Then gradually it dawns on you that mazes perhaps don't hold quite the thrill that they used to, the scenery starts to get very familiar, and so on. And from what I've seen there are few surprises in store on later levels, apart from faster, meaner baddies and more fiddly tile layouts.

All the same, though, *Mazemania* is a good, honest, little game which I'd certainly come back to occasionally. It's just that, at one pee short of a tenner, I doubt it will stand much of a chance against the big licences, coin-ops and so on that are currently fighting for the number one slot on the prestigious *YS* chart. Hewson would have done better to have stuck to Plan A and released it on its budget Rack-It label.

final

LIFE EXPECTANCY	GRAPHICS
74°	79°
INSTANT APPEAL	**ADDICTIVENESS**
83°	65°

Diagnosis

Punchy little maze game, but which might lose appeal due to its repetitive levels.

70° verdict

YS Adventu

Not a month goes by without a few letters about adventure-writing utilities. **J Gow** of Fleetwood got a copy of *GAC* and heard about something called *The GACPAC*, but what does it do, where is it available and how much?

Well, I suppose you want the details. Okay, just this once, but only 'cos I can't find which issue I originally reviewed it in way back in the mists of time.

GACPAC contains several programs that improve the performance of *GAC*. One program makes the most of your memory, and gets over one of *GAC*'s major faults. This is that if you enter something in the database, and subsequently remove it, *GAC* removes it from the table but for some reason the memory space it took up is not returned to the user! *GACPAC* goes through a *GAC* datafile like a dose of salts and grabs that unused memory, as well as allowing the program to run faster. Another program allows you to load in a finished adventure and save it out as a datafile to load into your own *GAC* — so you can examine commercial releases and see how they're written. Yet another program gives you 14 different fonts to use in your own programs, and there's also a font designer so you can do your own. And yet another program lets you load in these different fonts, and also add a loading screen at the same time.

Not bad, is it? I'd say that no-one writing with *GAC* can really afford to be without it, especially as it only costs £5.95, is fully documented and comes with a free copy of *The Ultimate GAC Guide*, a very useful booklet full of advice. *The GACPAC* was written by The Essential Myth programming team, and is available from them at 54 Church Street, Tewkesbury, Gloucestershire GL20 5RZ. They're the authors of CRL's *Book Of The Dead*, as well as the award-winning *Jekyll And Hyde*.

Richard Coley of Northants has seen Gilsoft's *Quill* and *Illustrator* advertised in *YS* for only £5.99 the pair. Is it worth it, he asks, and which is the best utility anyway? First, there's no doubt that it's a terrific bargain at that price — when you consider it would have cost you five or six times as much to buy them when they first came out. Later programs like *GAC* and *PAW* are better, without a doubt, but you can still produce first rate adventures on *The Quill*. John Wilson of Zenobi Software still uses it because he knows it so well, and his games earned him the title of Mail Order Software House Of The Year for 1988! Not everyone finds utilities easy to use, so at that price you're not wasting too much money if you find the program beyond you, or you find writing adventures harder work than you thought.

The question of cost can't be ignored, and you can also get *GAC* quite cheaply through the Home Software Club. But which is the best utility? I'd go for *PAW*, even though it's a bit more expensive, plus the add-on *PAW-Phosis*. Second choice would be *GAC* with a copy of *GACPAC*. Third, but only just, would be a combination of *Quill/Illustrator* with *The Press* and other recent enhancements. *PAW* is way ahead of the field, no doubt, but the quality of the adventures is, in the end, down to the writer, not just how it's written.



Richard also says he was foolish enough to swop his copy of *Rigel's Revenge* ages ago, and has regretted it ever since, especially now it seems very hard to get hold of. Anyone finished it and want to pass it on? If so, contact Richard Coley, 22 Bracken Close, Kettering, Northants NN16 9BG.

IF Duffree of Harlow says that "in *Kayleth*, which is very good, I cannot go south after teleporting using Azap code EPO. I break through the wall but then get killed and cannot work out a solution." The answer to that is not to go through it! You do break it at that point, but you cannot get through it safely while you're an android.

Questions of a +3 variety from **Angela Cheung** from Zummerzet. Firstly, is there a +3 version of the *Mortville Manor* adventure, published originally for the QL? I've never heard of a Spectrum conversion, but if anyone has come across it then please let Angela know at 29 North Street, Wellington, Somerset TA21 8LY. She also asks for recommended +3 adventures, which I've written to her about, but one that I'd like to mention here is *The Hermitage*, available in a special +3 version from Tony Collins, 760 Tyburn Road, Erdington, Birmingham B24 9NX. I have done a full review of this game but unfortunately there hasn't been room to print it. This is a great shame as it's an excellent adventure which earned a personal rating of 8/10 and even a 9/10 for value.

The Hermitage uses the 'B' side of the disk to store the excellent graphics (8/10). The lengthy text is on the 'A' side with a free bonus adventure, *Teacher Trouble*. The main game is a gothic tale in which you play the part of a monk, sent on a pilgrimage to distant mountains in order to destroy an evil hermit who some say is the devil incarnate. The text is a bit gory in places, but there's a very strong, atmospheric story, enhanced by those terrific piccies which put Level 9 to shame. If you're looking for an adventure that makes it worth having bought a +3, send for this one.

And blow me down with an aardvark, but here, the very next day, is a letter from **Tony Collins** himself, author of *The Hermitage*, telling me that he's cut the prices on his game quite a bit. I'll say he has, not so much cut them as hacked them to death! The cost of the 48K version is now just £1.99, the 128K version £2.99 and the +3 version only £4.99. Blimey. If it was 9/10 for value at the original prices, at these the rating shoots off the scale.

James Doughty of Nottingham asks me about *Knight Tyme*, which is an arcade adventure, so the answer to that is that you should either write to *Dr Berkmann's Clinic* or check through the Kind Souls in back issues to find someone who's offered help on that game. You might have found Andrew Orwin, Old Post Office, Kirklington Road, Bilsthorpe, Newark, Notts NG22 8SS, or John Docherty, 38 Grosvenor Road, Greenock, Inverclyde PA15 2DR. And if you'd enclosed an sae, James, I could have told you all that yonks ago! Never mind, I'm sure you'll remember next time. The same goes for **James Bloom** of Lincoln — send an sae and I'll send you a help sheet to *Golden Eggcup*.

URES

Someone who hasn't signed his letter, but who lives at 77 The Avenue, Pontycymmer in Mid Glamorgan, asks for help on... oh no, not *The Hobbit* again! Yep, there are people still lost in there, and I think it's only our duty to help them get out again. How do you get Elrond to read the map? That's so easy I'm not even going to print it backwards. SAY TO ELROND 'READ MAP'. How do you... yes, here it comes, folks... how do you get out of the Goblins' Dungeon? First you must wait till either Gandalf or Thorin arrives. Then you ask whoever comes first to WODNIW NEPO, and then ask him to EM YRRAC. Then if you're talking to Gandalf ask him to EVAEL, or if it's Thorin WODNIW OG. How do you find the ring? Once you're out of the dungeon and have saved your game, go TSAE/ES/TSAE/ES. Does Beorn ever return to his house? I don't know, and I don't think it matters. How do you get into the forest? Slight confusion here. Beyond Beorn's house there is a location described as 'The Forest', but you just travel through it, you can't ENTER FOREST if that's what you mean.

In return for all this help (just wait till he gets the bill, hee-hee!), this anonymous reader offers advice on *The Runes Of Zendos*. In fact 15 bits of advice in all, so here are the edited highlights. To get the corkscrew — KOOC TEERG. To get rid of the butler — WERCSKROC EVIG. To get rid of the maiden — DNOMAID EVIG. To get past Vultus — TAEM EVIG. To kill the werewolf — REGGAD ESU.

It was good to hear from **Audrey Meredith** of Sandycove in Northern Ireland. Chances are you've played one of Audrey's adventures without realising it, as she wrote the story for our Cover Tape freebie, *Red Door*, which Tom Frost programmed for Tartan Software. Audrey also wrote the stories for *Green Door* and *Yellow Door*, both on Tartan's *Six-In-One* tape. This was all news to me, as Audrey doesn't get a mention anywhere! Oh well, that's life. Audrey's got her own *PAW*ed game coming out soon, which I'll look forward to seeing, a 128K job called *Macabre Laboratory*. Sounds tasteful!

Meanwhile Audrey needs help on *Ashkeron*. What to do with the executioner and what to do with the tomb are two of the questions. Well, why not EKAT the executioner BMOT EHT OT and ask him to DIL EHT TFIL UOY PLEH? Finally Audrey asks how to get out of the locked room. The answer is that you do what I do every time the postman delivers another sack full of readers' letters: MAERCS DNA DRAOBPUC EHT OTNI TEG. Here he comes now... Arrrggggghhhh!!!!

ILLUSTRATION BY ANTHONY COLBERT

news

Venture forth with Mike Gerrard



First the bad news, which is that the Adventurers Club definitely seems to have gone out of business. Readers are advised to take legal advice if you feel you're due a refund on your subscription. Your local Citizens Advice Bureau should be able to help. Obviously people who have only just joined or re-subscribed have a very good case as they have received none of the promised services in return for their money.

This all seems such a shame when just a few months ago ACL was holding its annual award ceremony at the Sherlock Holmes Hotel. Club organiser Henry Mueller had even asked me how I thought he might improve the ceremony for next year! A bit of behind-the-scenes checking by my colleague Tony Bridge has unearthed the information that the Sherlock Holmes Hotel has not yet been paid for the hire of the rooms. A promise was also made by ACL to say that any money left over from the event would be donated to the Wishing Well Appeal for the Great Ormond Street Children's Hospital. At the time of writing they have no record of a donation from ACL.

Now I pride myself that I can spot a good adventure when I see one. A few months back I raved over *Diablo!* by Mark Cantrell from Bradford, which he was publishing himself. Good enough for a professional software house, I reckoned. Now I've just had a letter from Mark to say that he's been submitting it for evaluation and found himself in the enviable position of having to choose between two rival offers for the rights to publish the game! Mark accepted the offer from Global Games, 4 Kilmartin Lane, Carluke, Lanarkshire ML8 5RY, and the three-part *Diablo!* was scheduled for a late summer release at £2.99 for the 48K version and £4.99 for the 128K game. If you're not on Global Games' adventure mailing list, write and ask to be put on it at once.

I was so taken by Mark's game that I asked him to let me include it in a batch of special offer coupons in the August issue. By the time the Global offer came through, Mark had already started duplicating copies of the game in anticipation of the offer coupons coming in, so we agreed that he would sell the stocks of the game that he had, and then after that any other orders would be returned and told about the Global Games release — which was even cheaper than the *YS* offer price, but won't include the full documentation. Hopefully by now everybody who wants the game will have got it — from somewhere or other!

I've been matchmaking again. I introduced Linda Wright to John Wilson and it was love at first sight. What do you mean, they're both already married? I'm talking adventure games, you fools. Linda had been working away on her latest game, *Agatha's Folly*, and mentioned to me that although she enjoyed writing she was pushed for time — partly due to the PBM game she's starting (see separate item). She said she wasn't looking forward to all the admin business you have to go through when you publish a game mail order. I told her that to save her precious time for writing, she ought to let someone else publish the game. Enter John Wilson of Zenobi Software. Linda duly sent the finished game to John. John played with Agatha (oo-er), liked what

he found and will be publishing it shortly on the Zenobi label. So it just needs all you folks out there to rush out and buy it, and they can all live happily ever after.

● Play-By-Mailers should note that Linda Wright's PBM game is to be called *Arcania*, and it's having a lengthy playtest prior to being launched on an unsuspecting public in mid-October. If you want details, send an sae to Marling Games, 19 Briar Close, Nailsea, Bristol BS19 1QG. Linda's lashed out on a colour printer to help with the maps for the game, and I was mightily impressed by the quality of her multi-coloured letter to me! In it she told me there was a German software house who'd expressed an interest in translating some of her adventures into German. The company goes by the wonderful name of Babelfisch!

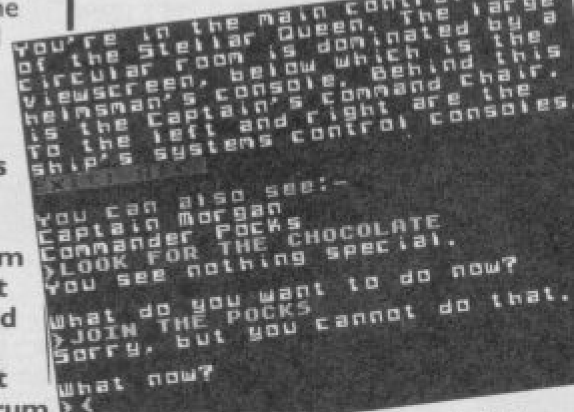
● **I got my knickers in a twist a couple of months ago when I said that Jack Lockerby of River Software was abandoning his Spectrum in favour of his Atari ST. Not so, sayeth Jack. What I should have said was that he's fully occupied just at the moment in converting his past Spectrum titles over to the ST, so there won't be a new Spectrum game for a while, although there will in due course.**

● Are you ready for *Magic Missile*? This is a project that I hope takes off (*Groan. Ed*), as it's a planned bi-monthly tape magazine dedicated to Spectrum adventures. This is what we want! Each issue will contain one full-length adventure, with hints and tips on the game being published in the following issue. There will also be reviews of games old and new, playable demos, letters and any contributions that anyone cares to make on the subject of Spectrum adventuring. The whole shebang is being put together for a proposed £1.50 by Matthew Wilson, Futuresoft, 75 Ben Rhydding Road, Ilkley, West Yorkshire LS29 8RN.

● **Dear me, so much news I've hardly left space to tell you about a brand new book, dedicated to adventures on the Spectrum, which is being written by the one, the only, your very own... me! I know you can hardly wait for more details, but you'll have to, possums. Never mind, you know no-one else will have the info on this before I do!**

MAGNETIC MOON

From the depths of Charlton, south-east London, comes a game from the *PAW* of Larry Horsfield, *Magnetic Moon*, which has already been successfully received on the Electron and BBC. There are 48K and 128K versions, with the same price for both — it might seem a bit high for the bog-standard 48K game, although it does come in three parts, but it's not at all bad for the bigger machine. This has longer text, more EXAMINE commands and a few extra locations and characters. It also means that all the locations from each of the three 48K parts are accessible in each of the 128K parts — if you see what I mean. And if you don't... too bad. It's the 48K version I concentrated on for review.



It's a text-only tale, and I didn't care for the sci-fi font when I started, even if it is in keeping with the story. Never mind, the author's provided three alternative fonts so you should find one that suits you. He's also provided a plot that sounds like every other sci-fi plot you've ever read. Your spaceship, the Stellar Queen, has bumped down on a planet in order to search for another ship you lost contact with a few hours earlier. There's a large magnetic field on this planet, and your Cap'n puts your ship on red alert. He's about to organise a search party, but when you volunteer he tells you to stay on board. What? Deprive an adventurer of his fun? No way! So you decide to sneak off the ship at the first opportunity. The plot might be a bit rusty but the author's made a pretty good adventure from it. The first part, Search for the Source of the Power, requires you to get off the ship when no-one's looking (and they always are!) and explore the planet's surface, where you discover the wrecked freighter ship. More exploration here, then across the vast plains of the planet till you discover... whatever it is you discover.

It's a vast game, as you might expect from a three-parter. The problems, like the plot, might be nothing new but they're well thought out and kept me coming back for more. Apart from the old chestnut about having to choose which objects you're going to take with you off the ship — you can only carry so many, even with the help of a backpack, and there are umpteen to choose from. I hate those guessing games, even when the author tries to be kind, like here, and gives you some clues if you examine the objects.

The game had a few too many irritating responses (and non-responses) for me, it was merely okay rather than good. There's a good opening description of the main control room of your ship, complete with view screen, controls, consoles, Captain's chair and all, so it's disappointing to find that "you see nothing special" when of course you try to examine everything.

You only have a certain number of moves in which to get off the ship, before the Captain collars you and brings you back, so it was really annoying when it kept happening due to the program's limitations, and not mine! Beside the inevitable airlock is a red button. PRESS BUTTON, I typed. "Which colour button?" I was asked. I didn't even have time to swear and explain there was only one button there before the Captain turned up and turfed me out of the game. One move from freedom! Of course there was another colour button on the other side of the airlock when I got there, but it's bad programming to insist on PRESS RED BUTTON when there's only one button anyway. You can tell *PAW* to accept the PRESS BUTTON input and act on it by simply checking the location number.

There were several similar faults, but I have to say that in spite of those I kept wanting to play the game as there was also a hell of a lot to enjoy about it. Some nice humour, good character interaction and plenty to explore. I certainly look forward to the follow-up, *Starship Quest*, which is on the way. In fact if you solve *Magnetic Moon* you can win one of ten copies the author will be giving away. Not a Megagame, by any means, but I don't think anyone who buys it will be disappointed.

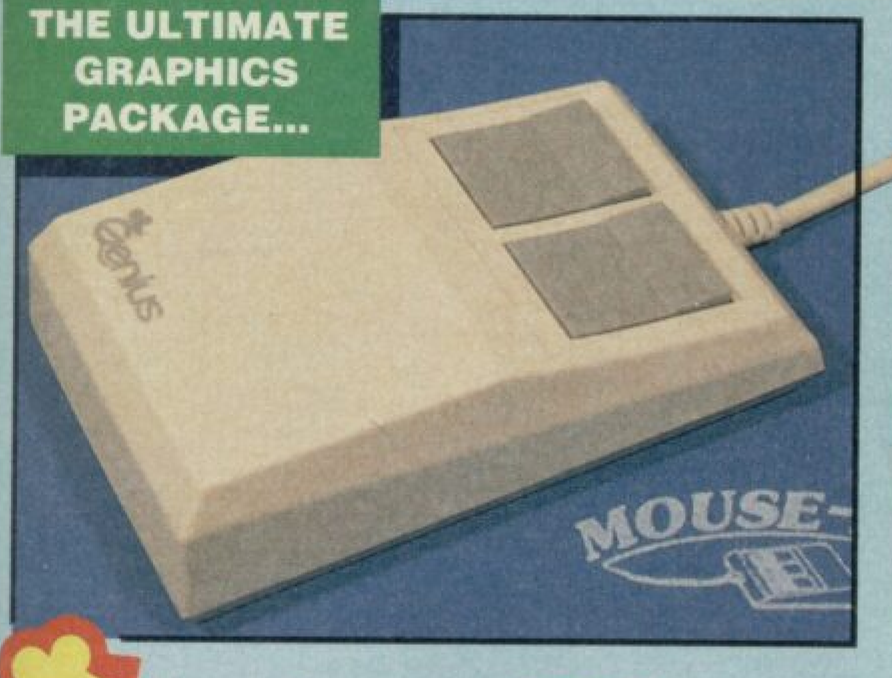
Title	*Magnetic Moon*
Publisher	FSF Adventures, 40 Harvey Gardens, London SE7 8AJ.
Price	£3.50 (48K/128K)

Graphics
Text
Value for Money
Personal Rating

6

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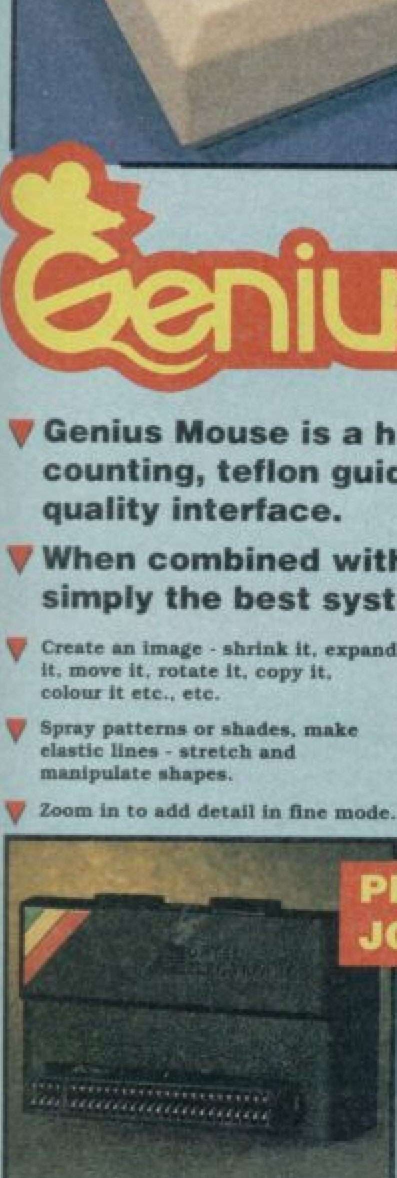
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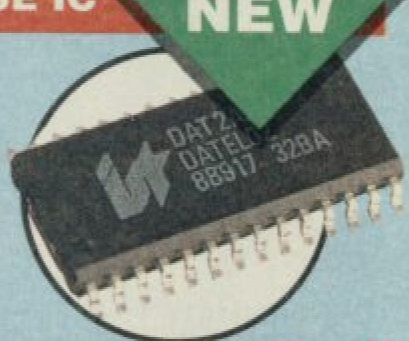
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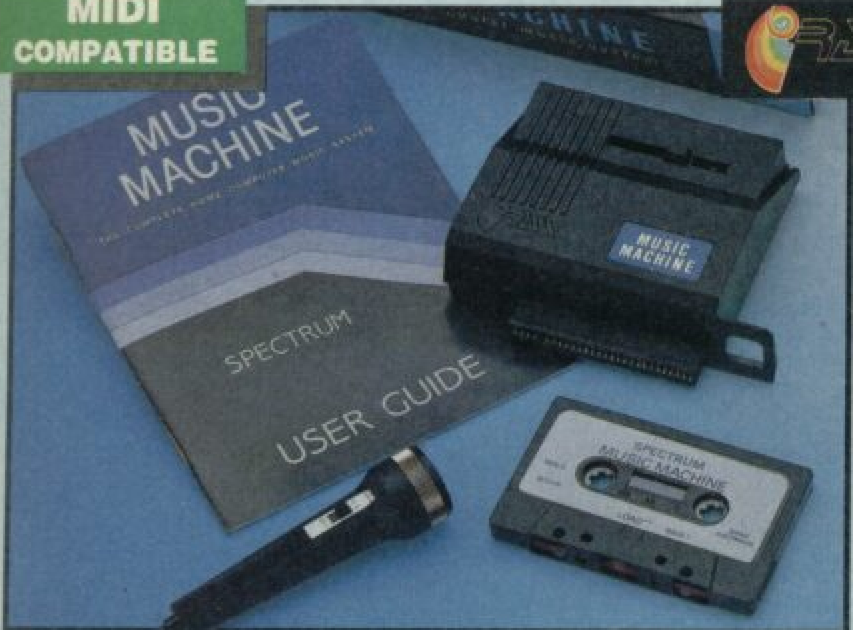
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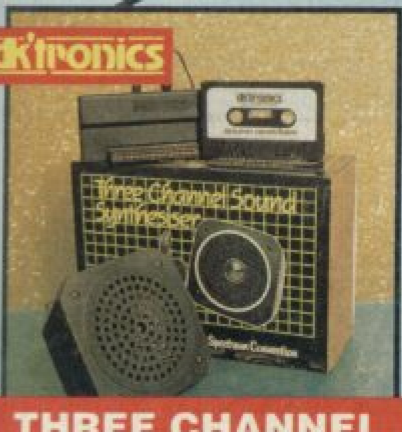
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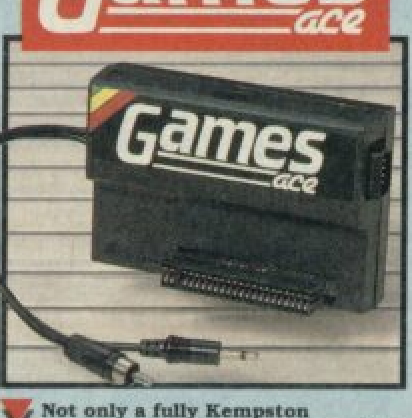


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YS COMPLETE SOLUTION SHADOWS OF MORDOR

WARNING: reading a *YS* solution without the commands written backwards can seriously damage your adventure playing, so don't read on unless you really want to know.

You can play this game in various ways, as Frodo, as Sam, or as both. This solution assumes that you're Frodo.

Start Make your way to the cliff by going S/E/E/N/E and if you don't meet Smeagol on the way just WAIT till he turns up.

Smeagol HIT SMEAGOL WITH SWORD when he appears, then when he falls to the ground SAY TO SAM "TIE ROPE TO SMEAGOL". When Smeagol complains and asks you to release him you must SAY TO SMEAGOL "NO". He will offer to act as a guide, so SAY TO SMEAGOL "PROMISE" and when he reluctantly agrees you should UNTIE ROPE and SAY TO SMEAGOL "FOLLOW ME". He should follow you from now on, but if he doesn't it may be because he's tired, so go back and find him and SAY TO SMEAGOL "REST".

Cliff There are two ways down. Both require you to CUT TREE WITH SWORD. This command may need repeating, but eventually you'll be left with a stump and a branch.

(1) Take the branch to lever the boulders to the edge of the cliff, then LEVER ROUND ROCK OVER CLIFF to send the lighter one over the edge. Tie rope to remaining (LUMPY) boulder and CLIMB DOWN ROPE to ledge below. When your companions arrive, PULL ROPE to release it then tie it round the other boulder and CLIMB DOWN ROPE to the bottom. PULL ROPE to retrieve it.

(2) LEVER STUMP OVER CLIFF then go down the hole made by cutting the tree. HOLD OUT CRYSTAL to enable you to see, or cut the branch into twigs and light them with a match. Go through tunnels till you come out on the ledge where you TIE ROPE TO STUMP, then CLIMB DOWN ROPE and PULL ROPE.

Base Of Cliff/Swamp Go to the northern edge of the swamp and DROP ALL. Go to the four logs and SAY TO SAM "DRAG LOG". Go back to the edge of the swamp and SAY TO SAM "DROP LOG". Do this for all four logs and BUILD RAFT which is why you retrieved the rope after coming down the cliff.

Raft/Crossing Swamp SAY TO SAM "GET ALL", SAY TO SAM "GET ON RAFT" then get on it yourself and POLE RAFT with the branch to the other side. SAY TO SAM "GET OFF RAFT" then POLE RAFT back across again for Smeagol and repeat the procedure for him. Finally you GET OFF RAFT and PULL ROPE to retrieve it.

Other Side of Swamp Travel to the Rough Paved Highway by following Smeagol's advice. If a Black Rider enters then do nothing; if you stay still he should fly off again. If an Orc enters just leave the location immediately to avoid it.

Rotten Woods You may have to WAIT here a few turns till the exit to the east opens up. Then go E/SE/E/SE/S and WAIT till Skinny Orc appears. If you happen to meet him on your way there, try to ignore him as there's a chance that a Black Rider might appear.

Skinny Orc KILL ORC WITH SWORD as soon as he appears, and repeat the command if necessary, or alternate this command with SAY TO SAM "KILL SKINNY ORC WITH SWORD". Note that you have to specify to Sam which Orc to kill or he gets confused, especially if, as is possible, other Orcs appear at this point. When the Skinny Orc is dead EXAMINE ORC to learn about the length of fishing line, and TAKE LENGTH. Then head for the Water Hole.

Water Hole TAKE PARCHMENT, and if you want a laugh don't leave at once but wait and listen to the conversation between the bathing Orcs.

Stout Orc When asked for your pass, GIVE PARCHMENT, then when you've been given the all-clear go S/S/W/S to the Overgrown Hollow. If Smeagol vanishes on the way, don't worry as he should reappear with something useful — "a plump young coney".

Overgrown Hollow When you arrive GO FISHING, provided you're carrying the length of line. If Sam has it then SAY TO SAM "GO FISHING" and repeat if necessary till you catch something. If you WAIT then Faramir should appear, causing Smeagol to run off.

Faramir When asked what you are, SAY TO FARAMIR "HOBBITS" and he should be pleased to see you. When he leaves you should continue waiting until he returns and gives you some rations, then SAY TO FARAMIR "THANKS". However, while you're waiting you may encounter. . .

An Enraged Oliphant If this turns up while you're waiting at the Overgrown Hollow, simply go north, wait and return south. This should cause it to go away again.

Plump Young Coney This is a young rabbit, very tasty to eat, but it has to be cooked first. CUT BRANCH WITH SWORD till you get a pile of twigs, then DROP TWIGS, OPEN BACKPACK, GET PAN, PUT CONEY IN PAN, GET SALT, SPRINKLE SALT ON CONEY, PUT SALT IN BACKPACK, OPEN MATCHBOX (or SAY TO SAM "OPEN MATCHBOX"), GET MATCH, LIGHT MATCH, MAKE FIRE, PUT PAN ON FIRE, EXAMINE PAN, GET PAN and finally EAT RABBIT till it's all gone. Then put the pan back in the pack and close the pack up.

Waterfall You now need to meet up with Smeagol again so go to the waterfall location and GO WATERFALL before going SE to meet Smeagol. When he tells you he's hungry just give him the fish you caught earlier, and SAY TO SMEAGOL "EAT FISH" (some people can't work anything out for themselves). Now go back through the waterfall to the Dark Shadowed Highway (south of the Waterfall).

Dark Shadowed Highway Keep an eye open for Black Riders and remember to stay still if they are present. Go E/SE to the Pale White Bridge, then go NE and WAIT till Frodo starts acting strangely and heads east. Once he's done that, go up the Twisted Staircase (N/U/W/U/E) to meet the Red-Eyed Wolf.

Red-Eyed Wolf To be allowed to pass safely, SAY TO SAM "DROP BREAD" and when the wolf has eaten it go NE to the entrance to the Yawning Black Tunnel.

Yawning Black Tunnel Go east into the tunnel and HOLD OUT CRYSTAL to provide light. Make your way through tunnels by going S/SE/NE then CUT WEB WITH SWORD and go on S/NE/NE/E. At this point you should hear a voice coming from a Cocoon, so EXAMINE COCOON and GET COCOON before going north and south-east to the Narrow Tunnel Mouth.

Spider/Narrow Tunnel Mouth Somewhere during your travels through the tunnels you should have met the spider, and as soon as you do just type in the word GALADRIEL to send it scuttling off. The Spider should now be waiting to the east, so SAY TO SAM "GO EAST AND ATTACK SPIDER WITH SWORD", then WAIT and go east yourself to meet (fingers crossed) a live Sam and a dead spider. Then go north and west to the Sturdy Iron Door.

Sturdy Iron Door Here you can CUT COCOON WITH SWORD and then wait till a platoon of Orcs appears and rushes through the door.

Resting You should do this regularly to keep your strength up, and don't forget to SAY TO SAM "REST" and SAY TO SMEAGOL "REST".

Eating EAT when you're carrying the bread, or EAT RATIONS when carrying the rations. Do this fairly regularly too. Sam will follow your example without being told, but Smeagol will only eat fish which is why you must catch one at the Overgrown Hollow. Note that there are several fish like slippery ones and ugly ones.

Sam carries a BOX OF SOIL WITH MAGICAL GROWING PROPERTIES around with him, but as to its purpose. . .?

Note that there are other locations, other characters and other routines. This is just one of several ways of getting through the game. Other information always welcome.

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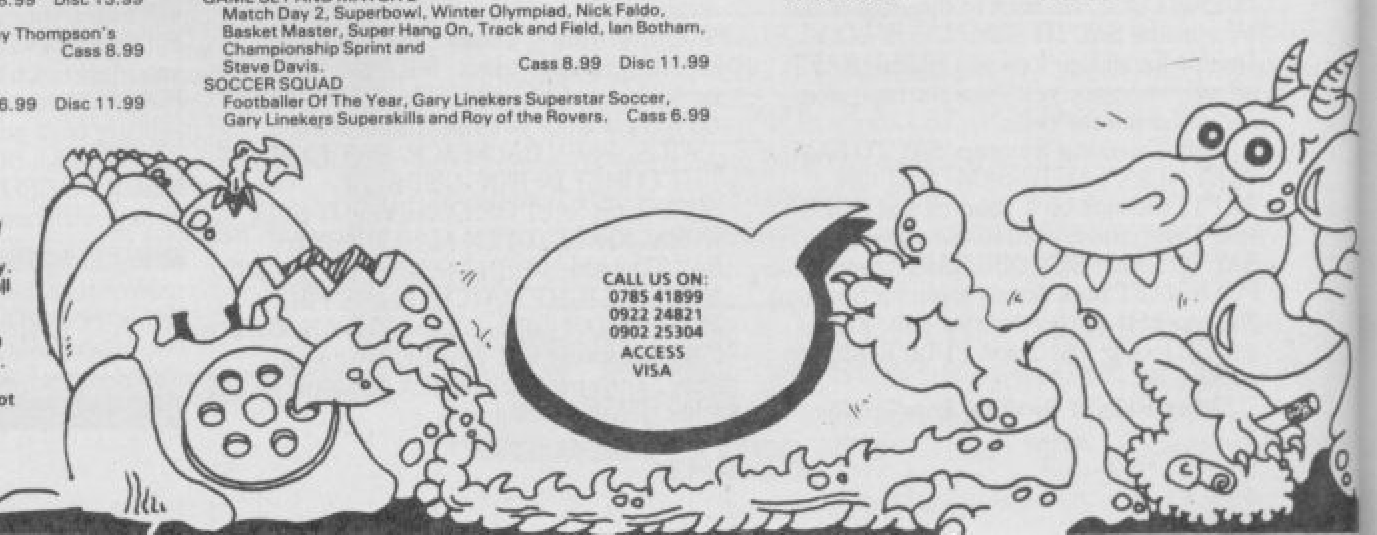
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Star Wars Trilogy

Domark/£12.99 cass/£19.99 disk



Kati If you can remember when *Star Wars* first came out, you probably use Grecian 2000 and still wear thermal underpants. Yup, you're a bit of an old dodderer!

So here's your chance to reminisce by using The Force and all that stuff, not once, but three times 'cos *Star Wars, The Empire Strikes Back* and *Return Of The Jedi* are now available on one compilation.

Star Wars

A slick little 3D vector graphics thingy this, which has you blasting the stuffing out of the Empire's Tie Fighters, laser towers and barriers before plunging into the trenches of Darth Vader's Death Star itself. Phew! Course, once you've done it you've got to start the whole thing over again but you don't care 'cos you're a Jedi Knight. Lucky that. One of the best-known Speccy games of all time, it's dated a bit but the 3D's fast and there's plenty of action.

'89 Rating: 80°

The Empire Strikes Back

Well, blow me if it isn't another one of those vector graphics jobs. Good old Tie Fighters appear in this one as well but first you've got to stop the robots sending transmissions of the Rebels' power generator to nasty old Darth. Next come brilliantly animated AT-ST and AT-AT Walkers and after that you've got to negotiate a pretty hairy asteroid field. There's just a tad more sound on this but the gameplay's even more faithful to the coin-op than on the 16 bit. The pick of the bunch.

'89 Rating: 86°

Return Of The Jedi

Wossiss? Not a vector graphic in sight! Instead, you're slogging it out in the forest and the inside of, yep, the Death Star again. First off, you're on a speeder bike trying to blow up enemy bikes and making them crash into trees. Then you're negotiating the Millenium Falcon to the centre of the Death Star dodging Tie Fighters and watching out for energy gates before manoeuvring a Scout Walker through the forest again. It's a nifty little number this, but somehow it just doesn't match the atmosphere of the other two.

'89 Rating: 74°

And that's it. If you've never seen them before, now's your chance to experience the whole kaboodle in one go. It may not be the most original thing since sherbert dips but who's complaining when you get three ultra-playable classic Speccy games for such good value?

final

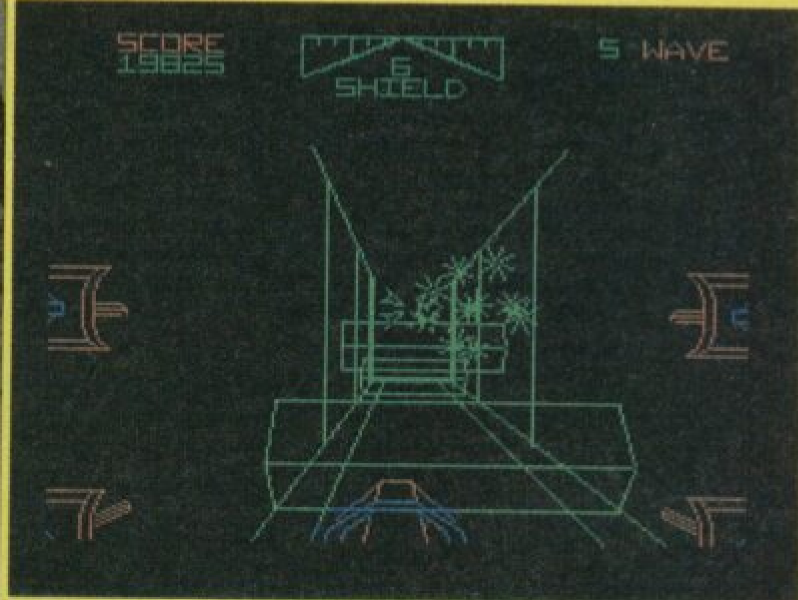
LIFE EXPECTANCY	GRAPHICS
85°	75°
INSTANT APPEAL	**ADDICTIVENESS**
92°	86°

Diagnosis

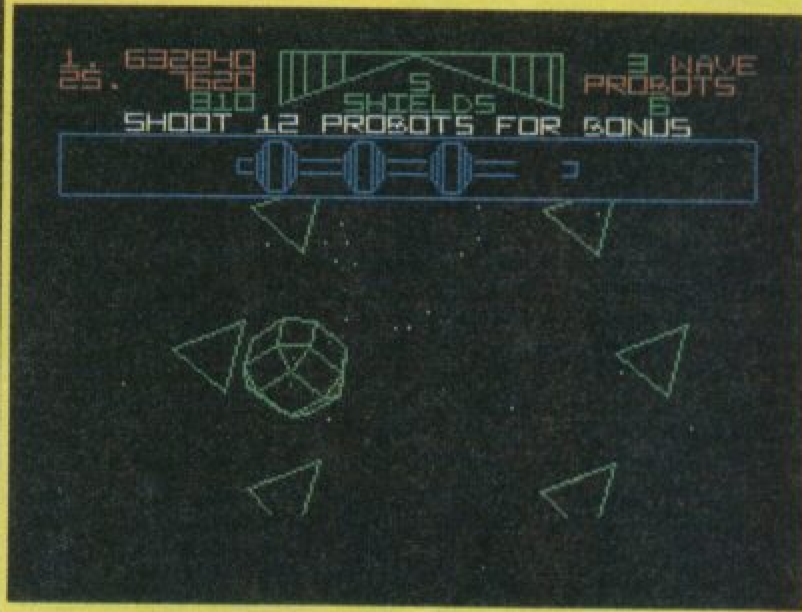
Not bad at all even if it does cost more than you usually have to pay for a compilation. A must if you haven't already got the games.

84° verdict

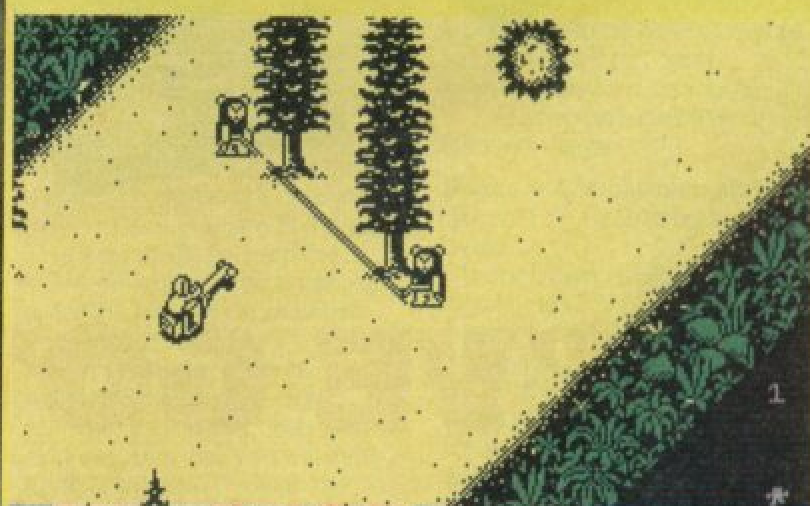




Blimey! It took a long time for Domark to get around to converting the old *Star Wars* arcade machine (it finally reached the Speccy in early '88, fact fans) and it's taken a long time for them to put it out on a compilation too! Planting a proton torpedo or what have you in the Death Star garbage port (and so completing the game) is a bit of a doddle, but the action up 'til then is fast and furious.



Yet more vector graphics in *The Empire Strikes Back* and — spook! — the Speccy version was programmed by Leeds-based Vektor Grafix! Small universe, eh? The joystick action is a bit odd (the cursor moves up the screen when the stick is pushed down and vice versa) and again some complained that it's all a bit too easy. But that said it's perhaps the best vector graphics blaster ever coded. Yowsa!



Oi! Who's nicked the vector graphics? *Return Of The Jedi* is a bit of a different ball game, with heaps of fast, smooth, diagonal scrolling and nice control response, but perhaps a little short on substance. Duncan insists you watch out for the Ewoks at the end of Level One (the speeder bikes). They're "doing something that will make them go blind, or at least that's what it looks like," he confided. Blimey!

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PROGRAM PITSTOP

Direct from his vantage point overlooking the Med, reluctant *Jonathan Davies* puts aside his binoculars and plugs in his keyboard to test this month's loaders and listings.



As I bask on the patio of my villa on the sun-soaked Spanish coast tapping idly at my ST portable's keyboard it seems odd, amusing even, to think that in a few week's time you will quite possibly be furtively reading this under a desk in the chemistry lab, the autumn term already making itself painfully apparent. Ha!

Ah well, a quick satellite comms-link to my Sinclair mainframe back in Bristol, England should reveal the line-up for this month. Hmmm, skip-loads of hex from **David Gommeren** with his turbo-charged, 16 valve, twin overhead cam *Hex Loader V2*, and of course the omnipresent **Antony Purvis** with yet another triff piece of coding, the *Megascroll*. Also there's a refreshingly easy-on-the-fingers introduction to fractals in the form of a Basic program, *Fractal Triangles*, from **Miles Kinloch**.

HEX LOADER V2

by David Gommeren

The infamous *YS Hex Loader* has remained virtually unchanged for years now and, while it hasn't exactly endeared itself to the majority of its users, it gets the job done. Usually.

But people change. Hairstyles change. And now there's an alternative. In the words of its creator **David Gommeren** of the Netherlands, *Hex Loader V2* will make "entering long lists of hex enjoyable". That's probably pushing it a bit, but after all things can only get better.

Gebrauchsanweisung

Type in the Basic loader and save it with SAVE "HEX LOADER" LINE 0.

```
   10 BORDER 4: PAPER 4: INK 0: C
LEAR 24999: LOAD "hexloaderc"COD
E
   20 GO TO USR 25235
   50 INPUT "New address : ";a: P
OKE 25156,a-256*INT (a/256): POK
E 25157,INT (a/256): GO TO 20
  100 STOP
  150 INPUT "Load file : "; LINE
a$''"At address : ";a: LOAD a$COD
E a: GO TO 20
  200 INPUT "Save file : "; LINE
a$''"From address : ";a''"With len
gth : ";l: SAVE a$CODE a,l: GO T
O 20
  250 SAVE "HEX LOADER" LINE 0: S
AVE "hexloaderc"CODE 25000,700
```

Now, possibly for the very last ime, load in the original hex loader and use it to enter the hex listing, which should be fairly straightforward (as long as the Art Ed hasn't dropped too much glue, nail varnish, hair lacquer and stuff all over it). (*I'll drop it all over you if you don't watch out. Art Ed*) Save that next on the tape as "hexloaderc".

```
   10 REM General Hex Loader
   20 POKE 23658,8
   30 INPUT "Start Address: ";sta
rt
   40 POKE USR "a",INT (start/256
): POKE USR "a"+1,start-256*INT
(start/256)
   50 CLEAR start-1
   60 LET start=256*PEEK USR "a"+
PEEK (USR "a"+1)
   70 INPUT "File Name: "; LINE f
$
   80 LET q=start
   90 LET cs=0
  100 PRINT AT 0,0;"Address ";q
  110 INPUT (q);" "; LINE a$
  120 IF a$=CHR$ 226 THEN  GO TO
320
  130 IF LEN a$<>16 THEN  GO TO 3
70
  140 LET f=0: FOR j=1 TO 16
  150 IF (a$(j)<"0" OR a$(j)>"9")
 AND (a$(j)<"A" OR a$(j)>"F") TH
EN  LET f=1
  160 NEXT j
  170 IF f=1 THEN  GO TO 370
  180 FOR n=0 TO 7
  190 LET y=CODE a$(1)-48: IF y>9
 THEN  LET y=y-7
  200 LET z=CODE a$(2)-48: IF z>9
 THEN  LET z=z-7
  210 LET va=16*y+z
  220 LET cs=cs+va
  230 POKE q+n,va
  240 PRINT AT 2,n*3;a$( TO 2)
  250 LET a$=a$(3 TO )
  260 NEXT n
  270 INPUT "Checksum: "; LINE a$
  280 PRINT AT 2,25;a$
  290 IF VAL a$<>cs THEN  GO TO 3
70
  300 CLS
  310 LET q=q+8
  315 GO TO 90
  320 CLS : PRINT ''"REMOVE EAR LE
AD, THEN START TAPEAND PRESS ANY
 KEY TO SAVE CODE"
  330 PAUSE 0: POKE 23736,181: SA
VE f$CODE start,q-start
  340 CLS : PRINT "VERIFYING..."
  350 VERIFY f$CODE
  360 CLS : PRINT "OK.": PAUSE 0:
 STOP
  370 PRINT AT 15,0;"ERROR": BEEP
 .1,-20: GO TO 90
```

```
25000 E5 C5 D5 3E 40 B5 E6 F8 =1424
25008 47 7D 0F 0F 0F E6 E0 84 =875
25016 6F 60 E5 6A 26 00 29 29 =662
25024 29 EB 2A 36 5C 19 EB E1 =949
25032 06 08 1A 4F CB 39 B1 77 =675
25040 24 13 10 F6 D1 C1 E1 C9 =1145
25048 1A 13 FE 40 C8 D5 57 CD =1068
25056 A8 61 D1 24 18 F2 4F CB =1050
25064 3F CB 3F CB 3F CB 3F CD =1066
25072 F5 61 79 E6 0F FE 0A 38 =1028
25080 04 C6 37 18 02 C6 30 57 =616
25088 CD A8 61 24 C9 30 31 33 =855
25096 39 38 40 E5 EB 01 05 62 =745
25104 11 10 27 CD 35 62 11 E8 =677
25112 03 CD 35 62 11 64 00 CD =681
25120 35 62 11 0A 00 CD 35 62 =534
25128 11 01 00 CD 35 62 11 05 =396
25136 62 E1 C3 D8 61 AF ED 52 =1325
25144 38 03 3C 18 F9 19 C6 30 =663
25152 02 03 C9 00 00 00 00 00 =206
25160 48 45 58 20 4C 4F 41 44 =562
25168 45 52 20 20 20 76 32 2E =474
25176 30 40 57 72 69 74 74 65 =751
25184 6E 20 62 79 20 4C 2E 49 =588
```

```
25192 2E 20 69 AE 20 31 39 38 =487
25200 39 40 61 64 64 72 65 73 =748
25208 73 20 68 65 78 20 76 61 =732
25216 6C 75 65 73 27 73 20 20 =659
25224 20 20 20 20 20 63 68 65 =464
25232 63 6B 40 21 00 58 11 01 =409
25240 58 01 40 00 36 44 ED B0 =688
25248 36 1F 01 20 00 ED B0 36 =585
25256 20 01 9F 02 ED B0 21 A0 =800
25264 59 11 A1 59 36 60 01 1F =538
25272 00 ED B0 3E 44 32 A8 59 =850
25280 3E 04 D3 FE 11 48 62 21 =751
25288 00 07 CD D8 61 2C 26 04 =611
25296 CD D8 61 2C 26 00 CD D8 =1021
25304 61 CD DE 62 18 5F 2A 44 =851
25312 62 11 50 00 B7 ED 52 EB =932
25320 21 03 00 06 15 C5 CD 05 =470
25328 63 06 08 13 10 FD 2C 26 =483
25336 00 C1 10 F1 C9 20 3D 20 =776
25344 40 20 3E 20 40 E5 D5 CD =901
25352 08 62 11 FD 62 CD D8 61 =995
25360 06 08 D1 D5 1A D5 CD E6 =1110
25368 61 D1 13 10 F7 11 01 63 =705
25376 CD D8 61 D1 D5 E5 21 00 =1202
25384 00 06 08 C5 1A 06 00 4F =322
25392 13 09 C1 10 F6 EB E1 CD =1148
25400 08 62 D1 E1 C9 AF 32 08 =977
25408 5C 76 3A 08 5C A7 28 F5 =820
25416 F5 21 2C 01 11 1E 00 CD =575
25424 B5 03 F1 FE 3D 01 96 00 =891
```

When you load everything back in a window will appear on the screen showing a chunk of hex from somewhere in memory. This will initially be from the ROM, which isn't much use, so enter the address from which you want to start typing in hex by pressing Space. (This is normally the first five-digit number of the hex dump. The address, that is.) You will then be able to move through the memory using the cursor keys and enter hex as you go.

```
25432 C8 FE 20 01 32 00 C8 FE =991
25440 E2 01 64 00 C8 FE C3 01 =977
25448 C8 00 C8 FE 08 20 11 2A =756
25456 44 62 11 08 00 B7 ED 52 =693
25464 22 44 62 CD DE 62 18 BD =939
25472 FE 0A 20 0F 2A 44 62 11 =536
25480 08 00 19 22 44 62 CD DE =660
25488 62 18 AA FE 08 20 18 3A =668
25496 43 62 A7 28 A0 3D 32 43 =710
25504 62 16 00 5F 21 A8 59 19 =530
```

```
25512 36 44 23 36 60 18 8E FE =727
25520 09 20 1A 3A 43 62 FE 0F =559
25528 28 83 3C 32 43 62 16 00 =488
25536 5F 21 A8 59 19 36 44 28 =575
25544 36 60 C3 3D 63 FE 0D 20 =804
25552 17 3A 43 62 16 00 5F 21 =396
25560 A8 59 19 36 60 AF 32 43 =724
25568 62 3E 44 32 A8 59 18 9C =715
25576 FE 30 DA 3D 63 FE 3A 30 =1040
25584 04 D6 30 18 1A FE 61 DA =885
25592 3D 63 FE 67 D2 3F 64 D6 =1104
25600 57 18 0C FE 41 DA 3F 64 =923
25608 FE 47 D2 3D 63 D6 37 4F =1043
25616 2A 44 62 3A 43 62 5F 16 =548
25624 00 CB 38 F5 19 F1 7E 38 =955
25632 0D E6 0F CB 21 CB 21 CB =933
25640 21 CB 21 B1 18 03 E6 F0 =943
25648 B1 77 21 0D 00 ED 58 44 =738
25656 62 CD 05 63 C3 B3 63 FE =1134
25664 CD 20 08 2A 44 62 11 C8 =670
25672 00 18 08 FE C5 C2 3D 63 =840
25680 2A 44 62 11 38 FF 19 22 =595
25688 44 62 CD DE 62 C3 3D 63 =1046
25696 00 00 00 00 00 00 00 00 =0
25704 00 00 00 00 00 00 00 00 =0
STOP
```

Continuously updated checksums are given on the right hand side of the screen which should match up to those given in the Pitstop listings if you haven't made any mistakes. If they all correspond correctly, the listing should be okay and able to be saved. If not, keep tweaking until it's just right.

The program uses the following keys.

Space — Choose start address.
Cursor Up — Move up eight bytes.
Cursor Down — Move down eight bytes.
Symbol Shift + U — Move up 200 bytes.
S/S + D — Move down 200 bytes.
Enter — Go to start of next line of eight bytes.
0-9, A-F — Enter nibble (half a byte) at cursor position.
S/S + L — Load a block of code.
S/S + S — Save a block of code.
S/S + A — Return to Basic.

To get back into *Hex Loader V2* from Basic type RUN 20. Oh, and don't muck about with the code below address 25700 or the whole thing will probably pack up on you.

FRACTAL TRIANGLES

by Miles Kinloch

Do you remember my request for fractal programs a few issues ago? How utterly lethargic. Well, **Miles Kinloch** did, and he's sent in this wee proggy which was inspired by something he saw on telly.

Fractals can take many forms, but essentially they are all pretty patterns created by repeating a simple rule loads of times. They have the property that no matter how closely you look at them there will always be further levels of complexity for you to zoom in on. They also tend to be self repeating, so any given chunk of fractal will be made up of smaller versions of itself. Something like that anyway.

Miles's program generates one of the simplest and better-known patterns. The listing is mostly made up of REMs to let you know what's going on, which means it's shorter than it looks and I don't need to explain it all. Type it in, run it and watch as the pattern slowly appears.

Now who's written a Machine Code Mandelbrot generator?

```
   1 REM   FRACTAL TRIANGLES
   2 REM   By M.Kinloch
   3 REM
   4 REM Start by plotting a
point halfway between 2 corners
of a triangle.
   5 REM Choose a random corner
and plot the next point halfway
between the point and that
corner.
   6 REM Taking this new point
as the latest reference point,
plot another point,again halfway
between itself and another
random corner.
   7 REM Repeat this process
until the original triangle is
filled with all possible points.
(This may take some time on the
Spectrum.)
   8 REM Instead of the original
triangle being completely filled
as one might expect, there are
completely blank smaller
triangular areas of varying size
within it.
   9 REM In theory this process
could go on infinitely,producing
smaller and smaller triangles,
but in practice, because of the
limit of a computer's resolution
the smallest on screen would be
represented by a single pixel.
  10 BORDER 0: PAPER 0: INK 7: B
RIGHT 1: CLS
  20 REM Plot 3 corners of a tri
angle
  30 LET a=127: LET b=0: LET c=2
a: LET d=175: LET e=228: LET f=1
25
  40 LET x=a: LET y=b
  50 PLOT a,b
  60 PLOT c,d
  70 PLOT e,f
  80 REM Main loop
  90 PLOT x,y
 100 LET z=INT (1+RND*3)
 110 IF z=1 THEN  LET g=a: LET h
=b
 120 IF z=2 THEN  LET g=c: LET h
=d
 130 IF z=3 THEN  LET g=e: LET h
=f
 140 LET x=INT ((g-x)/2+x+.5)
 150 LET y=INT ((y-h)/2+h+.5)
 160 GO TO 90
```

MEGASCROLL

by Antony Purvis

Do you remember **Antony Purvis**? The bloke who featured extensively in the July issue. And the August issue. Oh, and the September issue. Well, in spite of being blindfolded, placed along with his Spectrum in a padlocked straitjacket, sealed into a small sherry cask (full) and hurled forceably from a light aircraft flying at 20,000 feet above the shark-infested mid-Caribbean, here he is again.

Megascroll is probably Purv's finest effort so far, and is definitely the best message-scroller in the whole world. What other scroller is interrupt driven, uses letters 64 pixels high and lets you specify colours and shadow effects as controlled codes from within the message? And all this as a background task while the rest of your program runs as normal? None.

The Set Up

Firstly, type in the Basic loader and save it with SAVE "MEGASCROLL" LINE 5.

```
  5 CLEAR 61999
 10 LOAD "MEGAcode"CODE 64671
 20 LOAD "MEGAintcon"CODE 65280
 30 LOAD "MEGAtext"CODE 50000
 40 POKE 65021,195
 50 POKE 65022,159
 60 POKE 65023,252
 70 RANDOMIZE 50000
 80 POKE 65529,PEEK 23670
 90 POKE 65530,PEEK 23671
100 RANDOMIZE USR 65281
```

Follow this with the two hex dumps, via the hex loader, which should be named "MEGAcode" and "MEGAintcon" respectively, respectably and, indeed, respectfully.

```
64671 F5 C5 D5 E5 3A F4 FF FE =1695
64679 00 20 06 3D 32 F4 FF 18 =680
64687 3F 2A FE FF 4E 79 FE 01 =1068
64695 20 48 FE 02 20 4F FE 03 =747
64703 28 53 FE 05 28 57 FE 06 =769
64711 28 5B FE 07 28 5E FE 04 =784
64719 28 65 FE FF 20 08 2A F9 =981
64727 FF 22 FE FF 18 D3 3A FD =1344
64735 FF 57 CD 4D FD 3A FD FF =1443
64743 3D FE FF 28 0A 32 FD FF =1178
64751 E1 D1 C1 F1 C3 38 00 3E =1181
64759 07 32 FD FF 2A FE FF 23 =1151
64767 22 FE FF 18 E8 23 7E 32 =1010
64775 F8 FF 23 18 CC 23 7E 32 =980
64783 FC FF 23 18 C4 23 7E 32 =973
64791 F8 FF 23 18 BC 3E 01 32 =843
64799 F7 FF 23 18 B4 AF 32 F7 =1213
64807 FF 23 18 A0 23 7E 32 F4 =942
64815 FF 23 22 FE FF 18 89 23 =1077
64823 7E E5 11 20 00 21 00 58 =525
64831 47 04 19 10 FD EB 52 22 =722
64839 F5 FF E1 23 18 88 D5 C5 =1331
64847 2A F5 FF 23 E5 D1 18 01 =1043
64855 FF 00 3E 10 ED A0 ED A0 =1127
64863 ED A0 ED A0 ED A0 ED A0 =1508
64871 ED A0 ED A0 ED A0 ED A0 =1508
64879 ED A0 ED A0 ED A0 ED A0 =1508
64887 ED A0 ED A0 3D FE 00 20 =1141
64895 D8 C1 D1 1E 00 CB C1 FD =1302
64903 2A F5 FF C5 01 1F 00 09 =780
64911 06 00 48 CB 09 CB 09 CB =708
64919 09 09 FE 01 28 0A 3A FC =629
64927 FF 77 18 13 3A FB FF 77 =1100
64935 3A F7 FF FE 00 28 08 01 =863
64943 1F 00 09 3A F8 FF 77 1C =748
64951 7B FE 08 C1 20 C7 C9 00 =1010
64959 00 00 D5 26 00 69 29 29 =438
64967 29 D5 ED 5B 36 5C 19 D1 =962
64975 D5 AF 16 00 19 D1 7E 42 =836
64983 04 CB 0F 10 FC 3E 00 8F =695
64991 D1 C9 00 00 00 00 00 00 =410
STOP
```

```
65280 F3 21 00 FE 11 01 FE 01 =803
65288 FF 00 36 FD ED B0 AF 32 =1200
65296 FC FF 32 F7 FF 3E 09 32 =1180
65304 F8 FF 3E 30 32 F8 FF 2A =1211
65312 F9 FF 22 FE FF 21 00 58 =1168
65320 22 F5 FF 3E FE ED 47 ED =1395
65328 5E C9 ED 56 C9 00 00 02 =821
STOP
```

Loadsanumbers

All that remains now is to tell the program what you want it to scroll. The message is defined as a string, POKEd into memory and saved after the rest of the code.

As well as mere letters and numbers, the string can contain embedded control codes which will affect the way the text appears. The codes can be placed at any point in the text, and are as follows.

CHR$ 1+CHR$ x — Set foreground colour.
CHR$ 2+CHR$ x — Set background colour.
CHR$ 3+CHR$ x — Set shadow colour.
CHR$ 4+CHR$ x — Set top line of scroll.
CHR$ 5 — Enable shadow.
CHR$ 6 — Disable shadow.
CHR$ 7+CHR$ x — Pause scroll for x/50ths of a second.
CHR$ 255 — Loop back to beginning of scroll.

When specifying colours, replace the 'x' by nine times the colour required plus 64 for bright and 128 for flash. This gives an opaque effect, obliterating the contents of the screen for a transparent message. Use eight times the paper colour plus the ink colour.

Example

For the terrninally bewildered, the following example may clarify things a little.

LET a$ = CHR$ 1+CHR$ 56+CHR$ 2+CHR$ 9+CHR$ 6+CHR$ 4+CHR$ 0+CHR$ 32+ "THIS IS A SCROLLER!" +CHR$ 255
For n=1 TO LEN a$: POKE 50000+n-1,CODE a$(n):NEXT n
SAVE "MEGAtext" CODE 50000,LEN a$

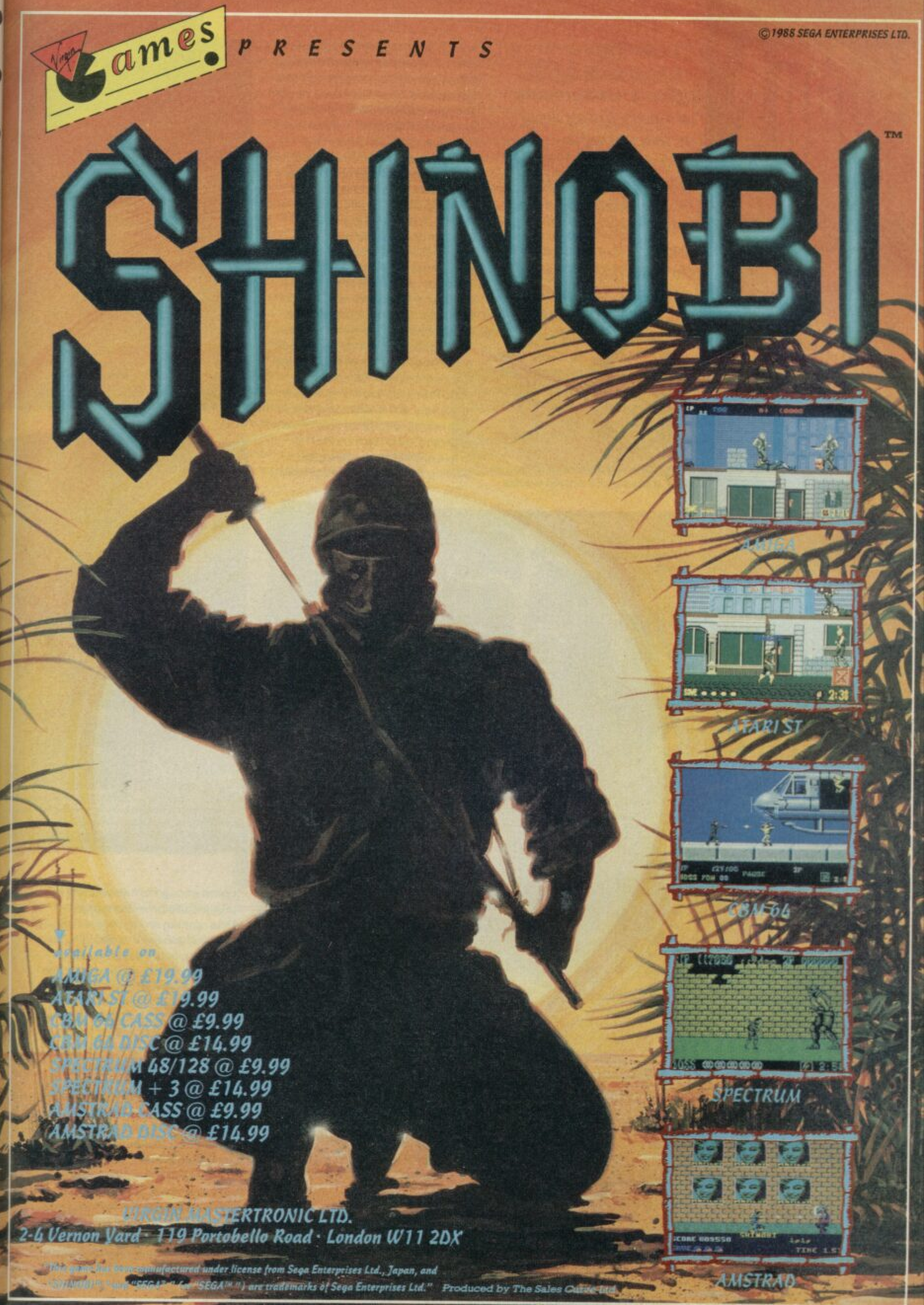
Still puzzled? Here's what all those codes mean.

CHR$ 1+CHR$ 56 — Foreground white.
CHR$ 2+CHR$ 9 — Background blue.
CHR$ 6 — No shadow.
CHR$ 4+CHR$ 0 — Top line of scroll is zero.
CHR$ 32 — A space, which must always begin the text.
"THIS IS A SCROLLER!" — Your text.
CHR$ 255 — Start scroll again.

Once everything has been loaded in, RANDOMIZE USR 65281 will start the scroll, and RANDOMIZE USR 65330 will stop it again. The text can be placed at any location of your choice below 64671 — just amend line 70 of the Basic accordingly.

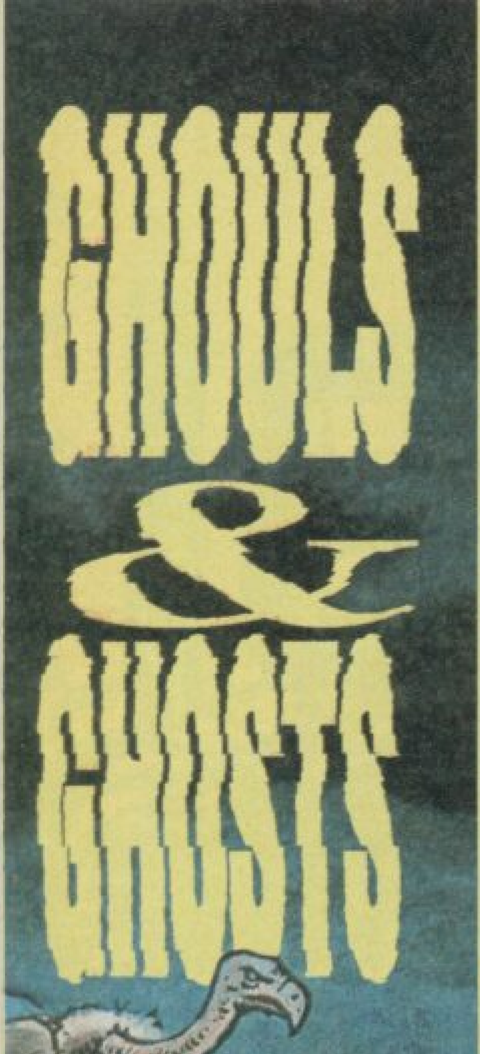
C'est Tout

I'm afraid I really haven't the energy to type any more, so the teetering pile of fab programs I still have left will have to wait 'til next time. Unless, of course, you've written something even fabbier, in which case stick it in a jiffy (oo-er) and dispatch it to Jonathan Davies, Program Pitstop, *YS*, 14 Rathbone Place, London W1P 1DE.



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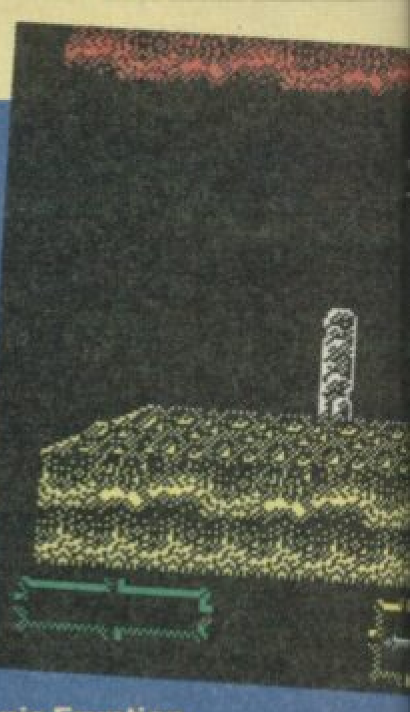
GHOULS & GHOSTS



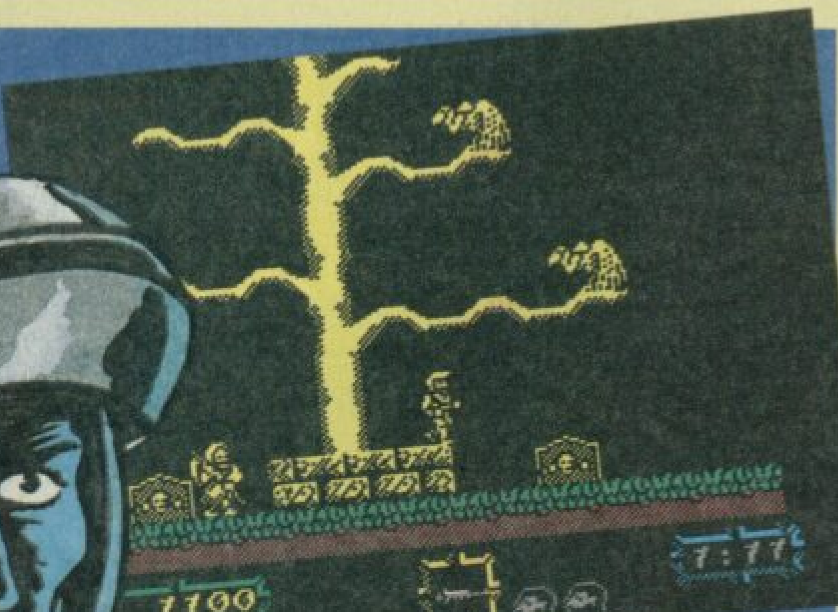
Spook! What a nightie! Even the YS *office doesn't contain as many living dead as this game! A quivering* Jackie Ryan *sticks her head out from behind the settee, just long enough to check out the ghoulish delights of US Gold's newie,* Ghouls And Ghosts.

Okay, I'll admit it. Taking a hike through a haunted graveyard, well past my bedtime, wasn't exactly one of my favourite hobbies back in 1986. Until, that was, the classic *Ghosts And Goblins* materialised on my Speccy. 'Cos then Arthur The Knight Errant, his kidnapped princess and a graveyard full of all manner of evil ghosties kept me clanking around the graves from dusk to dawn! And now, three years on (and in the manner of all good horror yarns), US Gold has resurrected ol' Arthur and his fiendish foes to bring us the sequel to his merry tale, *Ghouls And Ghosts*. And what a graveyard smash it promises to be!

Ghouls And Ghosts is a colourful, multi-level, eight way scrolling, medieval, platformy, arcade adventure type shoot 'em up. Your character, Sir Arthur, is the brave knight seen in the original *Ghosts And Goblins*. And once again your homeland has been overrun by the forces of evil and your princess (Prin-Prin!) captured. The situation looks very grave. But never one to give up, you buckle up your breast plate and set off across the five levels of scrolling landscapes, battling Walking Zombies and Man-Eating Vultures in a courageous attempt to rescue your beloved.



Volcanic Eruption
Next up is another horizontal/vertical scrol volcanic hills to the devastated city. Those corners look none too friendly and what ab



Graveyard Smash
Level One is a horizontal/vertical scroller which starts off in the village graveyard and continues through wind and rain to the foothills beyond. These are populated by poisonous pigs and plants so Arthur better watch his back. That skeleton looks like he's got a bone to pick with him.

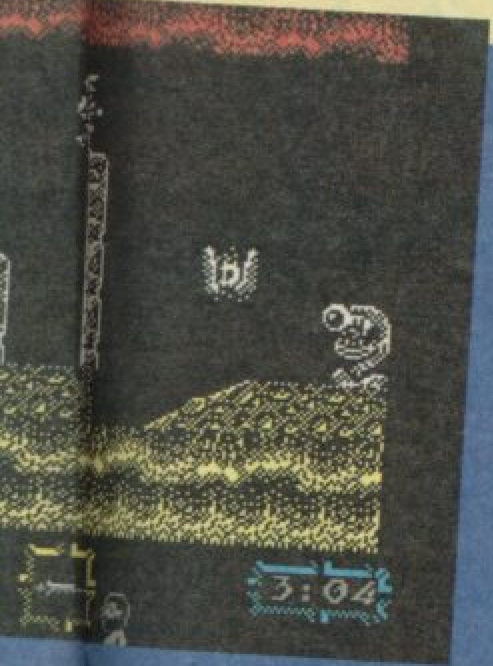


Alacazam!
It's on to your magic carpet in Level Three ruined tower. Steer your carpet by walkin and gruesome gargoyles which are out to tower, jump on to a stone tongue and batt

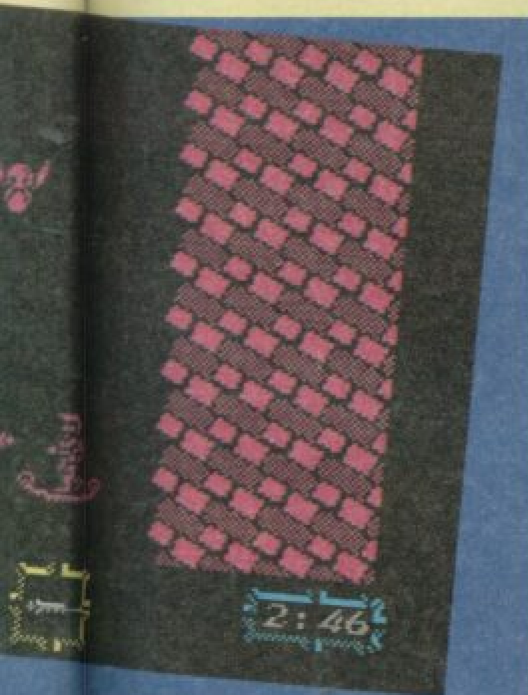


It's a bit like something out of your worst nightmare. Mind you, you do come well prepared, kitted out in a very fetching cast iron armour creation. But, as in *Ghosts And Goblins*, one touch from a baddie will cause all your armour plating to disappear! Gadzooks! And if you're foolish enough to find yourself in a further collision with a monster while running around in your smalls, you'll be reduced to nothing more than a bag of bones. Eek! Still, you've got a rather pointy javelin to fend them off with and if you can get to grips with the easy... (deep breath)... left, right, jump, duck, climb, chuck control system, you should be able to avoid kicking the bucket too many times.

Your quest begins in the village graveyard where you must fend off the attacks of the mutant Skeleton Murderers and Swooping Vultures. Try kicking these ghoulies in the ghoulies though and you'll be a gonner. Instead, use your trusty javelin to dispatch them with. Next it's through the ruined village and on to the rain-swept plain. This is great, this bit. The rain comes at you in



l scrol [...]which takes you up through the
Those [...]flying lizards hanging about on the street
hat ab[...]ut those fire bats? If looks could singe...



hree [...]where you find yourself rising up inside a
alking [...] left and right and shoot the flying goblins
ut to [...]get you. Once you've reached the top of th
battl[...]e your way past the gigantic stone heads.

buckets and there's an accompanying swishy sound effect on the 128 version — très atmospheric! (*Groan! Ed*) Avoid the Whirling Gargoyles and push on up to the foothills, fighting off the unwelcome advances of Skull Spitting Plants, Trident Bearing Pigs and Shielder, the big end-of-level nasty, as you go. You've got four more levels like this to contend with before you can reach your Prin-Prin though, so you better get cracking as time's not on your side (there's a time limit to every level)!

Battling against the evil dead with only a pointy javelin to ward them off is a bit of a tall order. But luckily Arthur can swop his weapon for various others along the way. The extra weapons emerge from jars carried by the baddies. So if you want to trade in your javelin for a dagger, shuriken, fire bomb or axe, you'll have to knock off a jar-toting meanie, then rush over and pick up the jar he was carrying to release the weapon.

If all this sounds too much like *Ghosts And Goblins* to the cynics amongst you, hold it right there. There's one major difference — chests. Magic chests to be precise. These appear when you run or jump past certain locations. There are four to find on each half level and each contains different things — some helpful, some not so helpful. In the first chest for example, a magician leaps out, spell balls spurting all over the place! Make contact with one of these and you'll be turned into a duck! (*What? Ed*) So make the magician see stars and shoot him quack. The second chest contains a suit of magic armour or another magician. When you're wearing the magic armour, any weapons you collect will have extra powers. The third chest always contains a weapon of some type, and the fourth, a replacement or some magic armour — you'll need it by then! To master the game properly, you'll need to know how to use the chests to their full advantage.

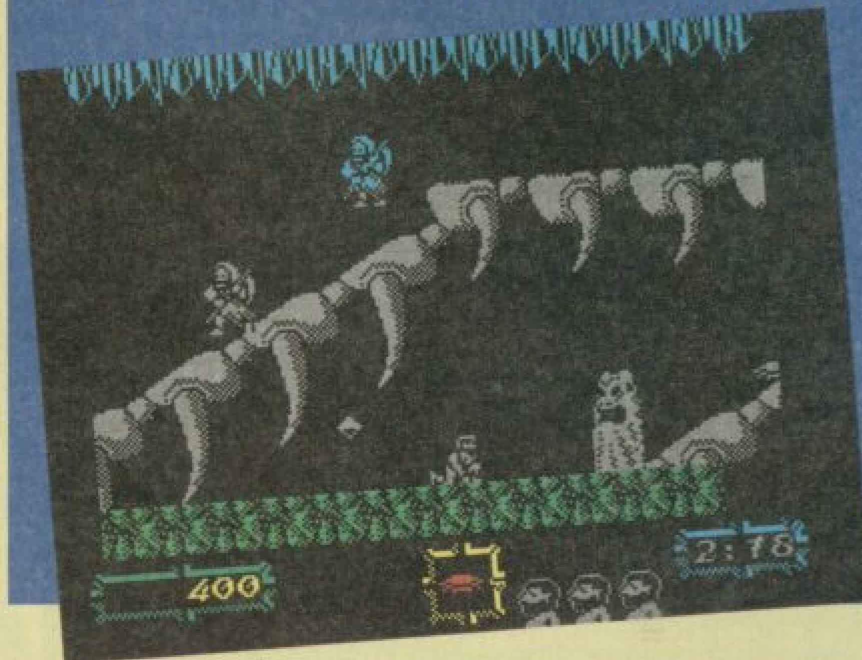
All in all *Ghouls And Ghosts* looks like being a well spanky follow-up to *Ghosts And Goblins*. It's got good graphics, great gameplay, a jaunty bone-shaker of a tune at its front end, solid 'clunk'-type clinking noises as you dodge your way past razor-sharp guillotines and, to top it all off, some satisfyingly blood thirsty sound effects of weaponry being thrown at tremendous rates throughout. All of which adds to its overall atmosphere. I can't wait to see the finished version!

Fax Box

Game	*Ghouls And Ghosts*
Publisher	US Gold
Programmers	Software Creations
Street Date	November

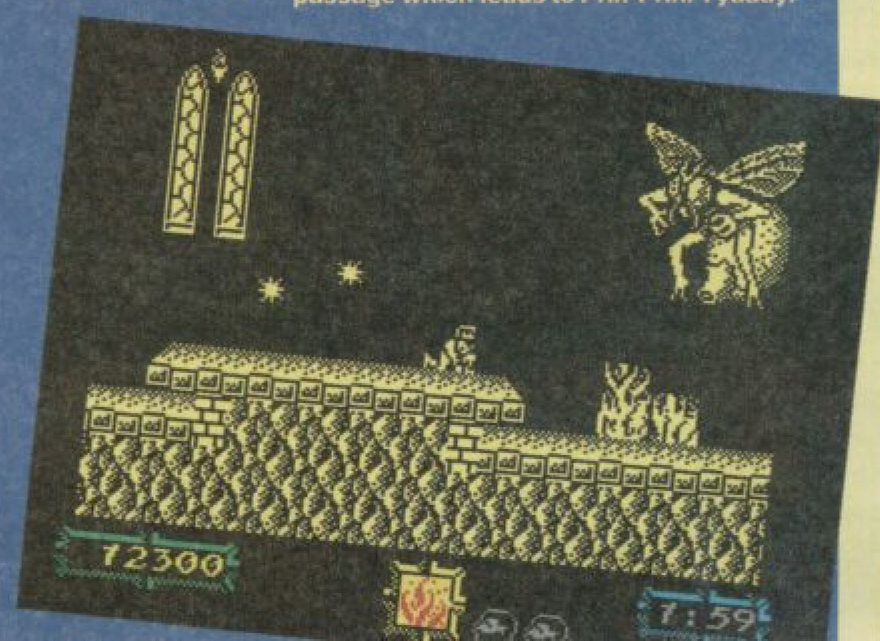
Crystal Clear

Next up it's the crystal cavern which is littered with the skeletons of enormous extinct beasts. (*What, like the ZX80? Ed*) Watch out for the giant earthworms, then continue down the slippery slopes to the slime pool and maggot-infested sea monster at the end of the level.



Prin-Prin!

The enemy castle! This is inhabited by all manner of evil creatures and you must battle your way through until you come to the secret passage which leads to Prin-Prin! Yyaaay!



The Ghoulies



Red Arremer King

Will be Arremer-dered to you if this touches your armour.



Rock Turtles

One, two, three o'clock, four o'clock Rock Turtle! These do a mega version of the jive, bouncing around all over the place.



Shielder

The big [illegible] at the end of Level One. [illegible] hot stuff! A [illegible]



Pigs

Trotaloads of these. They chase after you with three pronged forks. (Tridents! Ed)

COVER DESIGN

Picture This!

Gordon Blimey O'Bennet! What have we here? Only a page so stuffed full with artistic merit it ought to be hanging in the National Gallery! *Jackie Ryan* dusts off her brushes, dons her artist's smock and treks off to the Castle Rathbone Gallery to show us her etchings . . . (biff!) . . . er, um, to show us the winning designs in the *YS* Design-A-Cover Compo.

PAINT BY NUMBERS!

There it was, transmitted on *Ghost Train* earlier this year for the whole nation to see — the blank front cover of the September '89 issue of *Your Sinclair*, all snowy white and air brush free! Design our front cover, we said. Quick! The theme was *Indiana Jones And The Last Crusade* and your entries came flooding in. **Wayne Horan**'s design was picked to grace our cover, but there were loads more brilliant entries too. So here are the best of the rest. Feast yer eyes on this lot!



Christopher Wilson (15)
Hanningfield, Chelmsford.



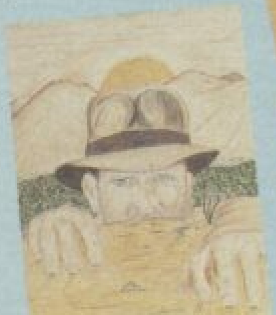
Jaimie Turner (11)
Skellingthorpe, Lincoln.



Eamon O'Kane (14)
Strabane, Co. Tyrone, Ireland.



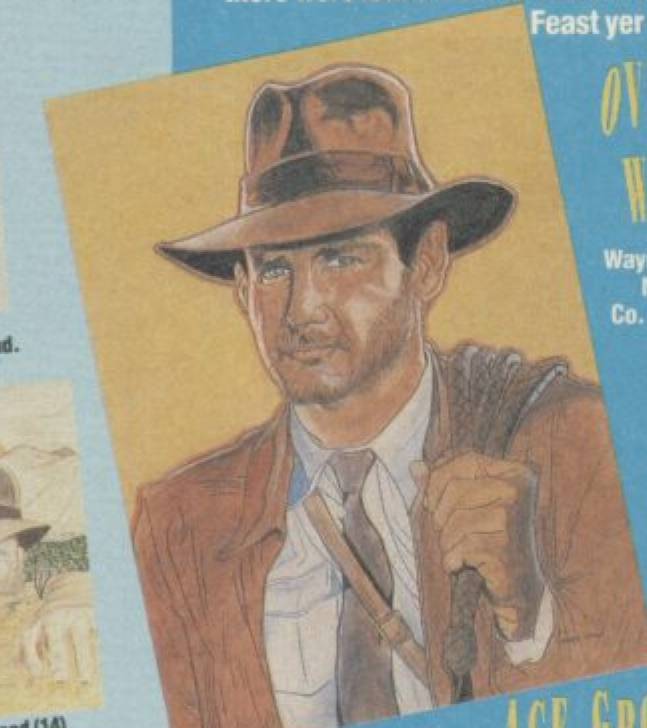
Melanie McCloskey (11)
Catterick, N. Yorkshire.



Neil Sherwood (14)
Irlam, Manchester.



Paul Johnson (4)
Stockton, Cleveland.

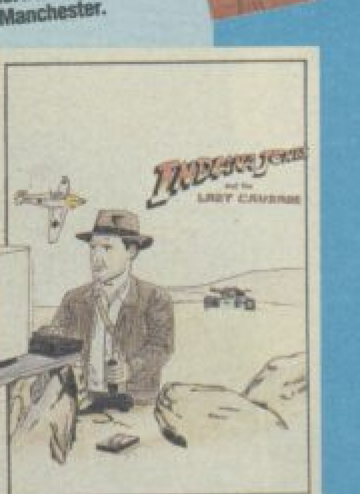


OVERALL WINNER

Wayne Horan (15)
Mullingar,
Co. Westmeath,
Ireland.



AGE GROUP WINNERS



Stephen [illegible] (14)
[illegible], Bristol.



Victoria Pennington (11½)
Newcastle, Staffs.



Stephen Rodgers (11)
Dartford, Kent.



[illegible] (7)
Hall Farm, Sunderland.

THE BEST OF THE REST



Tommy Byfield (7)
Colindale, London.



Christopher Gardner (8)
Egremont, Cumbria.

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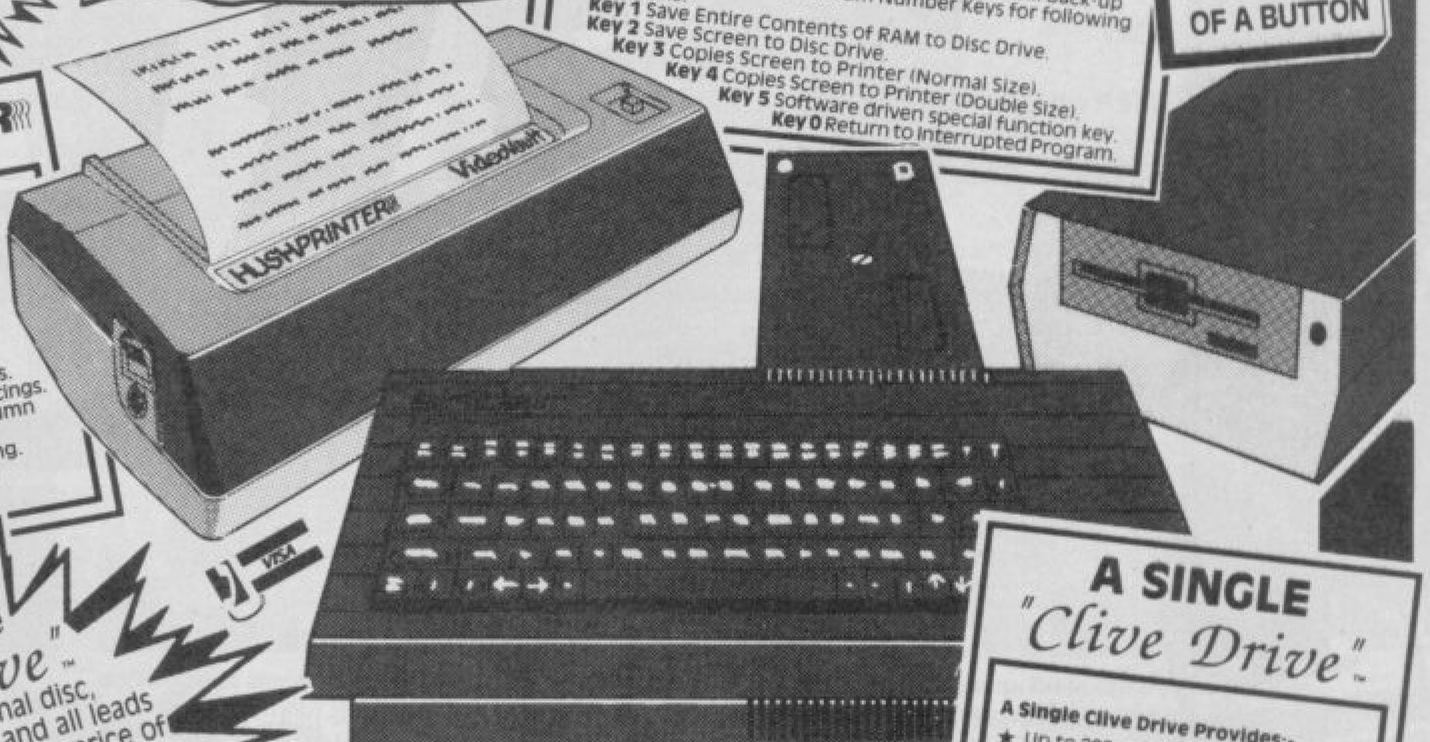
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Key 3 Copies Screen to Printer (Normal Size).
Key 4 Copies Screen to Printer (Double Size).
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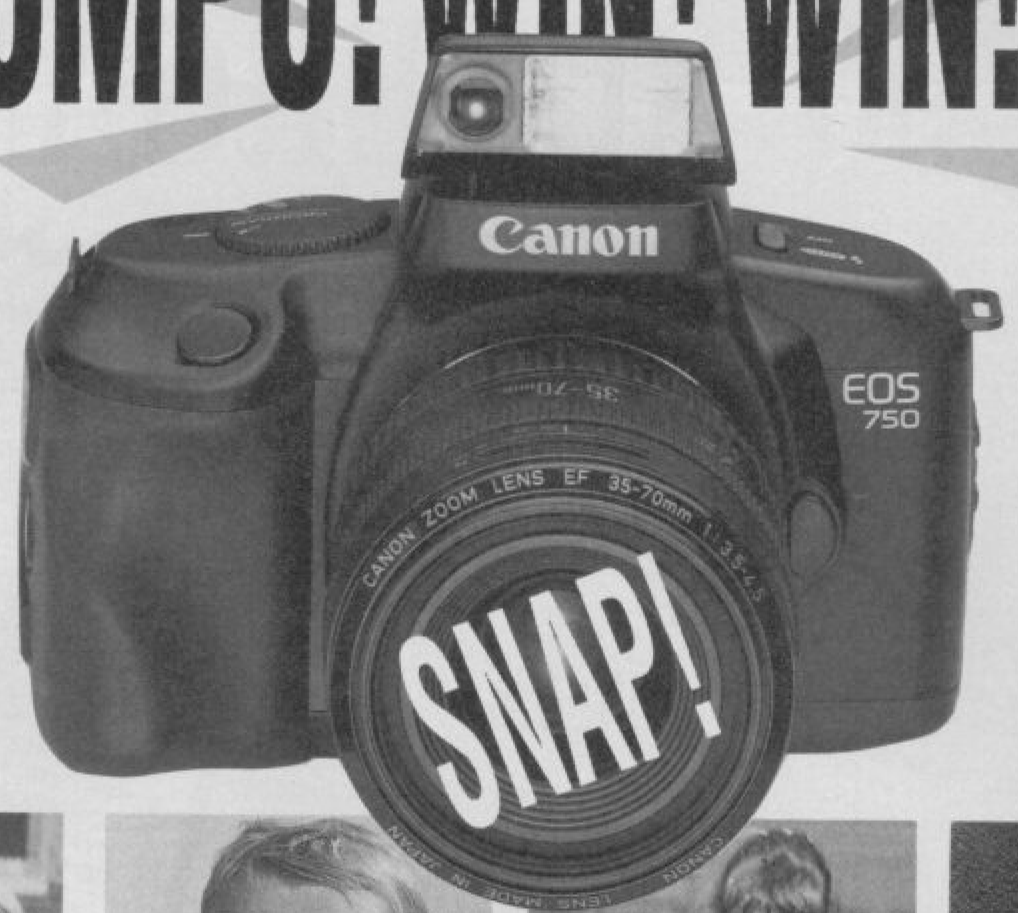
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YS COMPO! WIN! WIN! WIN!

Win a fabulous spanky Canon EO5 750 fully automatic camera worth nigh on 400 nicker!



Plus ten copies of Hewson's wicked new game *Mazemania* and ten 'mazin' *Mazemania* posters!


A


B


C


D

Mazes, eh? Don'tcha just love 'em? Those funny green foliage type thingies, laid out by wizened gardeners in their wellies — they're just the thing for endless fun and frolics. You can cleverly negotiate your way through until you find the middle where you can sit on a bench (hee, hee, hee), or you can get a long piece of string and tie it on to a branch near the entrance so you'll always be able to find your way out again (ha, ha, ha), or you can even take a compass and a Black and Decker chainsaw in with you and cut your way through from one end to the other (ho, ho, ulp... here comes the gardener!). The possibilities for marvellous maze-time fun are simply endless! Which is why, no doubt, those jolly japesters at Hewson decided to set their latest release, *Mazemania*, in... um... a maze.

Mazemania is a 16 level maze type game in which you, as Flippo, must travel through the maze of Tubular Bells, turning tiles as you go. Collect the extra power icons, avoid the aliens and gyrate the whole maze and you're then transported to the next level and even more 'mazin' (*Groan! Ed*) fun. It's great, and to celebrate its release your fave Spec mag and Hewson have been in cahoots to bring you this corkendous *Mazemania* compo.

WHAT YOU WIN!

The incredibly fortunate first prize winner in this stupendous compo will find a very slick and sophis Canon EO5 750 winging its way through his/her letter box. It comes complete with auto focus, auto flash, auto wind-on, in fact auto everything and is worth nearly £400! Ten second prize winners won't be disappointed either, as there are ten copies of *Mazemania* up for grabs. And we've got ten third prizes of *Mazemania* posters too.

WHAT YOU DO!

In order to snap up one of these brilliant prizes, all you have to do is take a peek at the four pictures, which happen to have fallen from the high security pages of the *YS* Terribly Embarrassing Baby Pictures Album. Bleuuch! Duncan's there, along with Jackie, Matt and Davey 'Whistlin' Rick' Wilson. But unfortunately, before their piccies can be stuck back in the album we need to suss out who's who.

All you must do then is put the right 'handle' to the right 'boat race'. So for example, if you think Photo A is the splitting image of Duncan 'Mad Dog' MacDonald, then write 'Duncan MacDonald' in the space provided underneath and so on. Once you've sussed all four faces, cut out the coupon (or a photocopy), wrap it in a nappy (unused please) and send it to *Baby Face (Tum, Tum, Tum, Tum), You've Got The Cutest Little Baby Face* Compo, *YS* Compos, PO Box 1509, Enfield, Middlesex EN1 1LQ. And make sure your entries reach us before October 31st 1989.

You can't fox me, I can spot a member of the *YS* team in their Clarks Commandos from a distance of 20 yards!

Picture A is obviously

....

Picture B must be

....

Picture C is definitely

....

And Picture D is unmistakably

....

Now send my prize pronto to

Name ....

Address ....

....

.... **Zip Code** ....

RULES

- Employees of Dennis Publishing and Hewson better be camera shy about entering this compo 'cos they're not allowed to.
- Don't mess with Baby Face Bielby — his decision is final.
- Get those entries in before October 31st 1989, or you'll be toddly late to stand even the merest chance of winning.

A P B



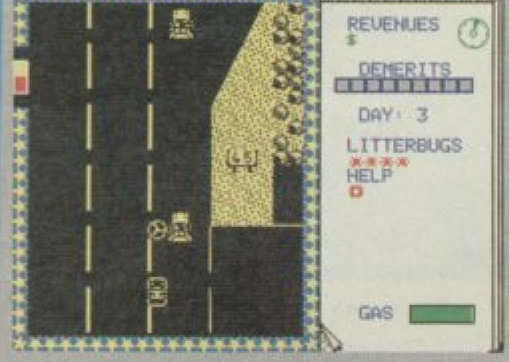
Cripes! What a mug-shot. And you're sure the abominable snowman's definitely extinct...?

Tengen (Domark)/£9.99 cass/ £14.99 disk



Kati *APB*? Whossat stand for, then? Well... erm... it's obvious really. It means (sounds of dictionary being opened and banged shut very fast)... All Points Bulletin. And if you still can't tell your APB from your GBH or your BCG, all that means is a report on a particularly hard-core criminal that all the cops on the street have to look out for or they're in big trouble with the Sarge.

Right. Now we've got that sorted out let's have a butcher's at this 'ere coin-op conversion. You're Officer Bob — an ordinary sort of cop on eight day's street patrol. If he survives 'til the end of the week, he should be left with a hefty wad. If he fouls up, wham, he loses all his money and gets shoved out of the force.



Nee na nee na nee na... ha, I've got a brand new siren and ye havnae!

Each day, as you're driving around your eight-way scrolling patch, you've got to pick up a quota of litterbugs, hitchers and dopers, collect bonus items (time, money, fuel, equipment) and respond pretty pronto whenever you get an APB.

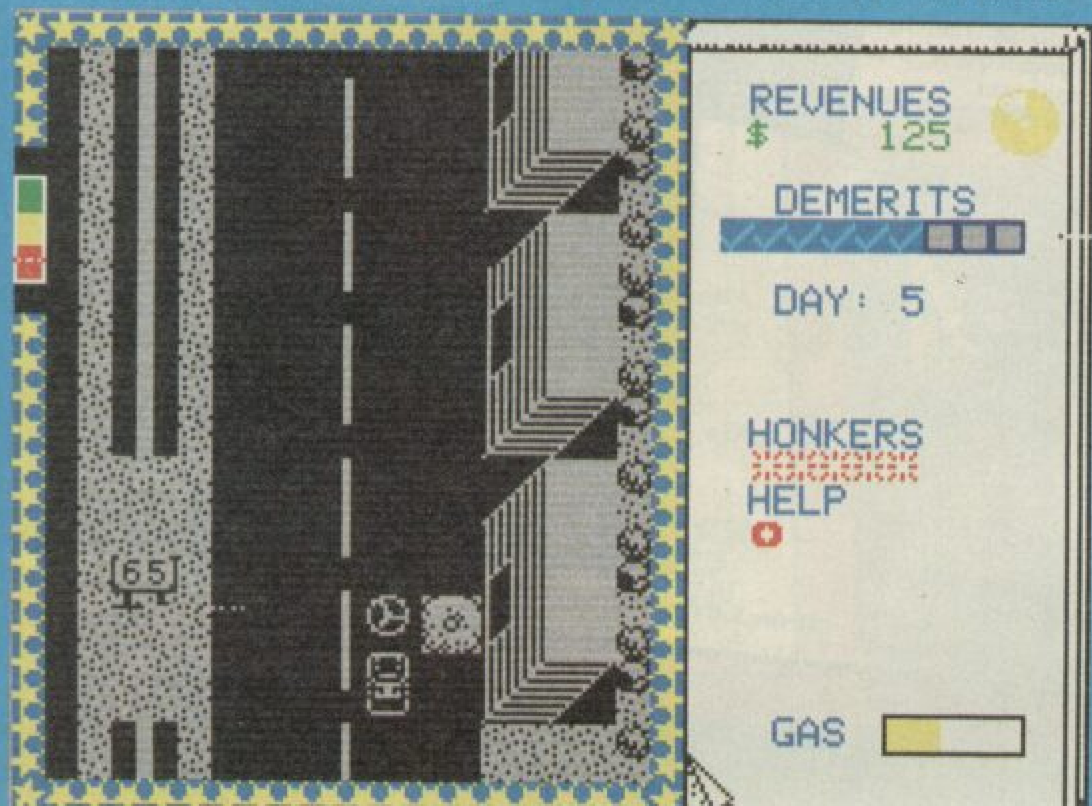
Crash, kill an innocent bystander or ram some law-abiding granny off the road and you get a demerit (too many and you're out on your ear). Pull someone in on time and you get a cash bonus — something extra for the wife and kids. Aaah.

APB suspects should be rammed off the road and gently persuaded to confess (throttle them). Just waggle the joystick and that big, fat reward is all yours.

Basically, what it all boils down to is a heavily spiced-up version of *Spy Hunter* (whaddya mean, you don't remember it?). Apart from some rather spiffy little cartoon touches in between levels — the Sarge breathing fire at you, for instance — the graphics aren't really anything to write home about. But who cares when the gameplay's there?

You could be a bit disappointed by the look of the thing I suppose — the sprites are tiny and more or less unanimated, and it's all in monotone, but then take a gander at the coin-op. Hardly stunning, was it? More cute and playable. Once you've sussed out the controls (your car is dragged along by the cursor) you'll find the quotas get tougher at a nice, steady pace, and there's a whole world of dangerous highways to explore. I was going to write that the simple graphics at least free up the Speccy to do its famous smooth, fast and playable tricks, until I remembered a few niggles. The scrolling, while generally very good, can jerk around in a confused fashion if you spin the car too much, and there is some slightly ropey collision detection too. The soundtrack drones on a bit as well (but you can always turn it off). Still, not too much to whinge about when you've got a triffo game, now, is it Gerald? No.

Now, there's just one thing I had to say... no, it's gone. Oh yeah, I remember — gogedditwhydon'tyou?



Hot on the trail of dastardly dopers, horrendous hitchhikers and lurching litterbugs. Erm... anyone fancy a donut?

final

LIFE EXPECTANCY 75°	GRAPHICS 69°
INSTANT APPEAL 72°	ADDICTIVENESS 80°

Diagnosis

Okay, so it's a bit limited graphically, but so what when it's dead playable and good for a laugh?

75° verdict

Reviews

Ladies and gentlemen, right before your very eyes, *Matt Bielby* in...

S·L·O·T·S O·F FUN

There are always too many new arcade machines about for a humble two page spread to cope with. It's happened again this month so I've picked one of each — a beat 'em up, a vertical shoot 'em up, a horizontal scroller, an arcade adventure, an *Op Wolf* clone and a strip pool game (??). Well, a bit of variety never hurt anyone. In fact, it's got so I can't bring myself to review more than one beat 'em up an issue — honestly, they're all the blooming same! So it's bad luck to *Street Smart* (a dull fighting game), *Mechanised Attack* and *Dynamite Duke* (both of which have been around for a bit anyway) and *WWF Superstars*, but good news for, well, this little lot...

DRAGON BREED

Yo! This costs only 2 × 10p a shot and it's brilliant. More playable than *Secret Agent* really, if less spectacular graphically, it's a progressive horizontally scrolling shoot 'em up starring a little chap riding a constantly curling snake-like dragon. In fact, the dragon is almost identical to the worm jobbies from *R-Type* (except for the fire-breathing head, of course) and the whole thing even has a similar level of playability — oodles of it!

The first thing you have to learn is how to keep your little man safe. The dragon itself can crash into anything more or less unharmed, curl its body around to protect you from enemy firepower, and use its fiery breath to take out bad guys. Your little man, on the other hand, well, he's a bit more vulnerable. He can dish it out — his little gun can be augmented by icons from dead baddies — but he sure can't take it. Keep him safe from the wide range of gruesome monsters or you'll kick the bucket. It's just like *R-Type* in that you can add on all sorts of protective bits but your central doobrie remains vulnerable. Definitely worth searching out, not that I think you'll have to look very far. It's bound to be a birrova hit!

Overall: 84°
Convertibility Factor: 8

Very neat, very playable, ideal for the Speccy.



Keep the little man safe — your dragon can take the punishment.

MATTY'S CORKY COIN-OP

SECRET AGENT

Best of the month for sheer cheek if nothing else, Data East's *Secret Agent* gobbled up my pennies like nobody's business. (Probably because it's dead mean and tends to kill you off very easily.) I say it's cheeky because it's so obviously a Bond rip-off, from the barely modified *Living Daylights* poster on the high score table to the *Golden Gun* icon at the top of the screen. The main sprite wears the obligatory dinner jacket of course, and even looks a bit Timothy Dalton-ish, and all the action sequences seem loosely modified from bits in the movies.

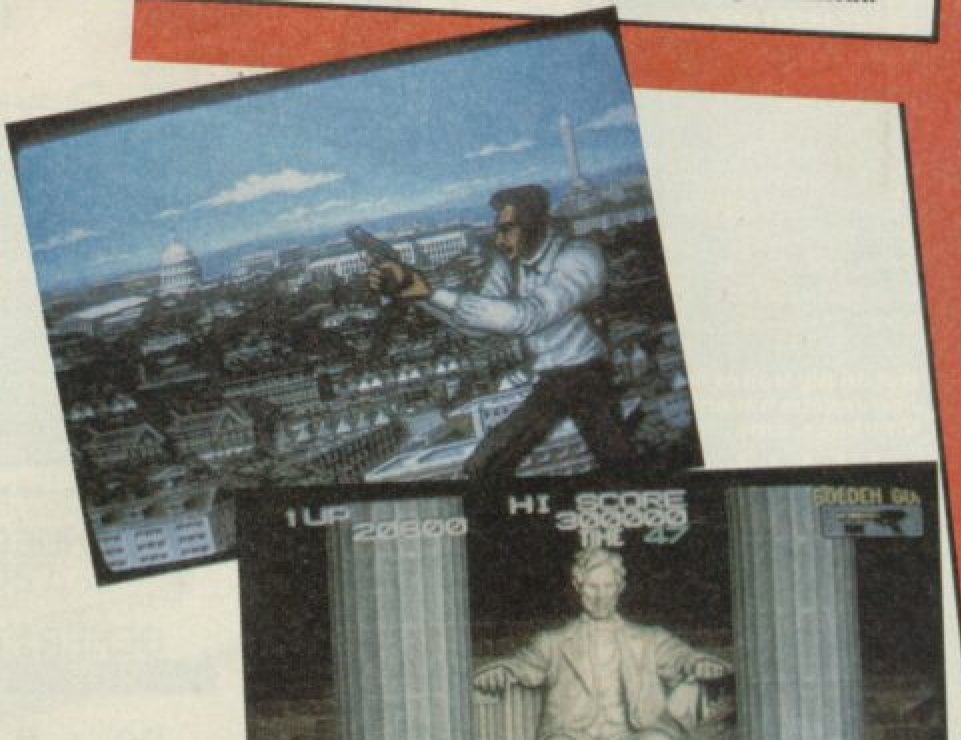
So, on to the first bit, and it's the freefall sequence from the start of *Moonraker*, if I'm not very much mistaken. The hero jumps out of the plane on his mission to kill all the terrorists in Washington D.C. but — blimey! — seems the terrorists were in the plane with him all along and down they dive around him as he freefalls, just lining up to be shot. Blast all these with your trusty Walther and — bamf! — your chute opens and drops you gently to the ground. But oh no! What's this? 'James' seems to have packed a Stars and Stripes parachute by mistake! There now comes a brief left/right scroller with a few Russian musclemen and ninja types to be disposed of. Then it's on to a motorbike for a high speed chase with all sorts of enemy bikers and blokes in jet packs getting in the way.

Other sections include a *Thunderball* underwater sequence, with a wet-suited 'James' taking on sharks, mini-subs and other divers, plus assorted *Rolling Thunder* platform bits set in massive enemy hideouts. There's even a guest appearance by a digitised Ron and Nancy!

Secret Agent is a classy piece of work, if you can get over the idea of 007 being an American!

Overall: 87°
Convertibility Factor: 8

More Bond than Bond! It's not a Tengen game but, considering the similarities, it's just the thing Domark should be snapping up.

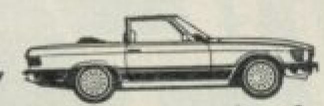


"If you kill me, 008 will follow."

VIOLENCE FIGHT

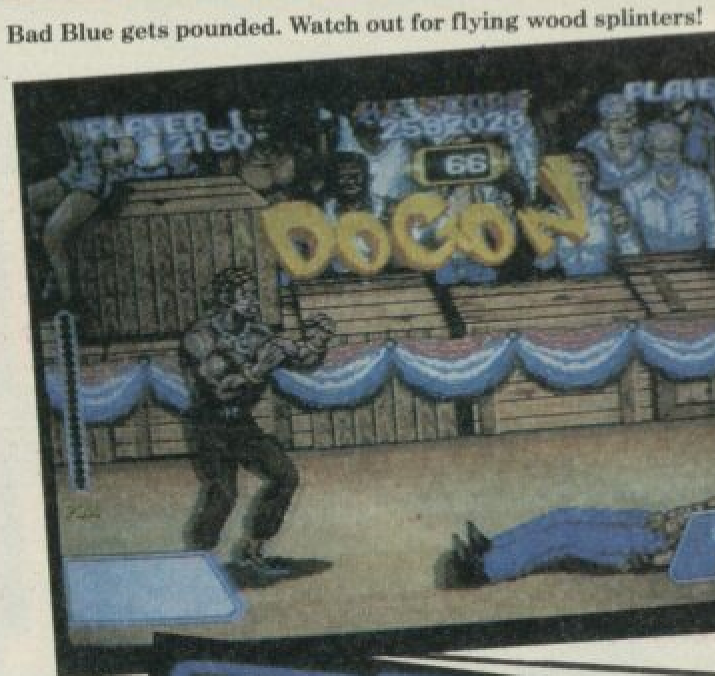
It's beat 'em up time! Taito's *Violence Fight* kicks all this month's other contenders off the screen with its authentic street fighting atmosphere — at least it seems quite authentic to me, never having witnessed a street fight in my life. It features some nice massive sprites, and, on the first level, the backgrounds are filled with rootin' tootin' crowds and leggy blondes all cheering their little hearts out as one or other contender gets booted through into the next screen. Yep, it certainly lives up to its name alright! Wham! Not only do you get knocked over when hit, you fly backwards and land against a wall of packing crates, sending shattered wood flying everywhere. The other levels are a bit less original (your standard New York backdrops) but the sprites remain impressive, as do the comic book style moves. With limbs flailing, bodies flying all over the shop and contenders with names like 'Bad Blue' it's a lot of silly fun. Worth a few ten pees at least.

Overall: 75°
Convertibility Factor: 7



Big sprites and complex backgrounds may be hard to convert, but could be good on the Speccy.

Bad Blue gets pounded. Watch out for flying wood splinters!



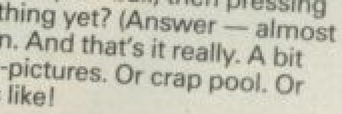


Point, Fire, Miss, Give Up. In that order.

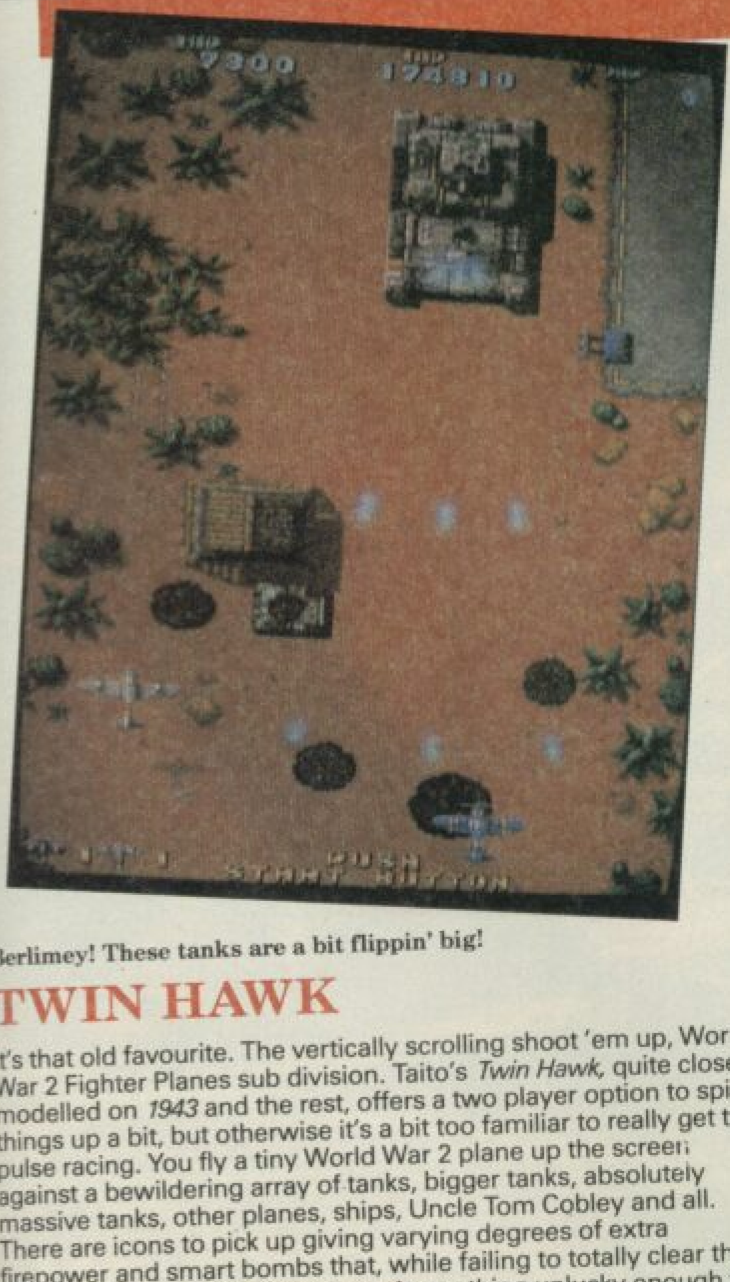
POCKET GAL 2

Blimey! Strip pool! What will they think of next? Unfortunately, I have to admit straight off that I didn't really get that far, so I can't tell you what each of the four girlies you have to disrobe look like in their, erm, 'birthday suits'. They're all sort of Japanese looking though, so, if, erm, you're into that sort of thing, you might want to persevere. The actual pool bit is a bit crap, really. There are four skill levels, each with a different bimbette presiding. You look directly down on a very boring-looking table and play by moving a dotted line around to track the path of your ball, then pressing Fire. Blammo! Have you potted anything yet? (Answer — almost certainly not.) Sigh. Time to try again. And that's it really. A bit dull unless you're into digitised perv-pictures. Or crap pool. Or both. Wonder what *Pocket Gal 1* was like!

Overall: 60°
Convertibility Factor: 4



Not really one for the respectable Speccy. What are you, a bunch of pervs or something?



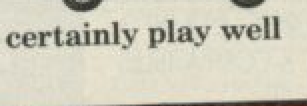
Berlimey! These tanks are a bit flippin' big!

TWIN HAWK

It's that old favourite. The vertically scrolling shoot 'em up, World War 2 Fighter Planes sub division. Taito's *Twin Hawk*, quite closely modelled on *1943* and the rest, offers a two player option to spice things up a bit, but otherwise it's a bit too familiar to really get the pulse racing. You fly a tiny World War 2 plane up the screen against a bewildering array of tanks, bigger tanks, absolutely massive tanks, other planes, ships, Uncle Tom Cobley and all. There are icons to pick up giving varying degrees of extra firepower and smart bombs that, while failing to totally clear the screen, do blow a fair sized crater in anything unlucky enough to be underneath you.

All well and good, if rather average, but I did think the difficulty level was pitched rather high. Once the larger tanks come on the screen the stream of enemy fire is enough to trap even the flashest fighter jock in an impossible position at the bottom of the screen. Or, at least, it was enough to trap me. Ho hum. For those brought up on *Flying Shark* this may seem just like more of the same, but otherwise it could be worth a look.

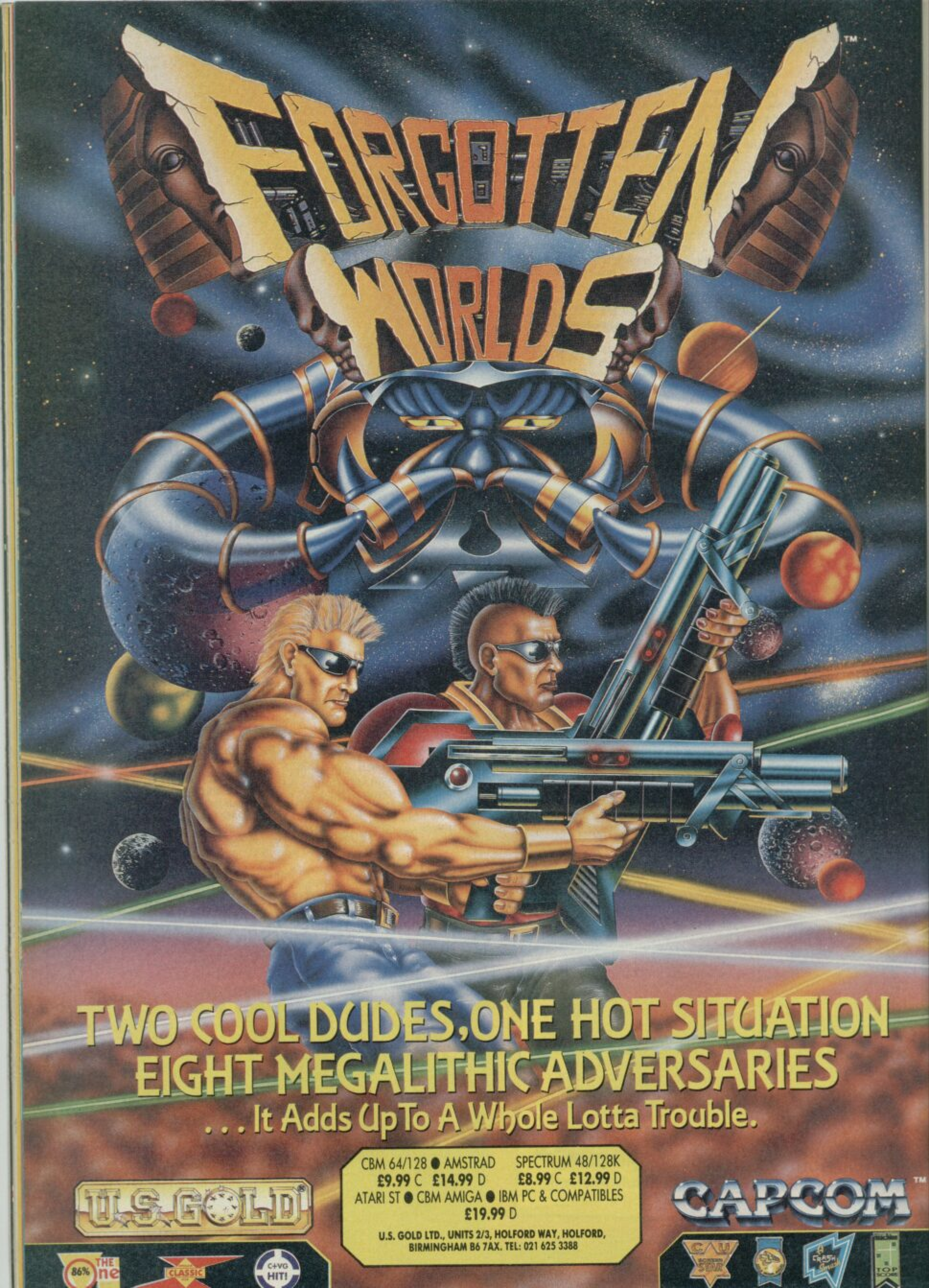
Overall: 70°
Convertibility Factor: 7



We've seen it all before, but it'd certainly play well on the Speccy.

ARCADE NEWS

Things lining up for release that we've had a little shuftie at include *Omega Fighter* (a vertical scrolling space shoot 'em up), *Suna's Spark Man* (a *Rolling Thunder* type game set in a *Strider*-like Russia) and a brilliant, nameless, mystical, Japanesey thing in which you look down on a little sprite jumping from rock to rock. His feet and arms telescope out to three times his natural length when he hits people! Brilliant! Funniest though is *Touche Me* — a Roger Rabbit rip-off complete with Jessica. The actual game is a *Pac Man* clone, but then you can't have everything.



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HARDWARE



■ Spectrum 48K, power supply, ZX Interface 1, Kempston joystick interface (all leads included), 35 original games (plus games with mags). Sell the lot for £45. Phone (0204) 595753, school days after 6.30pm.
■ Spectrum +, Multiface 1, Opus Discovery disk drive, Cub monitor, tape recorder, three joysticks and over 50 brill games on disk in perfect condition. Asking £300. Please write to RA Hunting, Mustians, Eton College, Windsor, Berks SL4 6EX.
■ Speccy 16K, with 32K RAM, joystick, interface and over 70 titles including *Target Renegade*. Worth £170, sell for £100. Ring (0236) 68522 (Strathclyde) after 6pm.
■ Spectrum 48K with data recorder, joystick, interface and millions of games including *R-Type, Robocop* and *Operation Wolf*. Ring (021) 745 8052 now! Price is £40!
■ Brother 1009E Dot Matrix Printer, also 48K interface and +3 lead. Will sell separately. Contact Adrian at 35 Lewis Place, Porthcawl, Mid Glam CF36 3EG. Tel (065671) 6353. (*Ah me, sunny Porthcawl, Stan Stennet in* Billy And Bonzo *at the Pavillion. Hem, hem. Ed*)
■ 48K Spectrum, tape recorder, Kempston joystick, interface, carrying case, all the latest games — *Robocop, Thunderblade, R-Type, Afterburner* and over 40 mags. £100. Phone (0625) 878292 after 4pm. (*Oi! Stop drawing faces on the coupon! Ed*)
■ Spectrum +2 for sale. £100 worth of games. Sell the lot for £130 ono. Ask for Philip after 6pm on (051) 526 5681.
■ Speccy 48K for sale, has Stonechip keyboard, interfaces, printer, paper, good cassette, all leads, "loads of software". Swop Atari SF314 disk drive, or sell for £125. Phone Bourne End (06285) 28894 evenings.
■ For sale, Spectrum 128K +2, two joysticks, £100 of games including *720°* and *Target Renegade*, loads of mags, £170 ono. Write to Chris, Greystones, Paulton Road, Hallatrow, near Bristol, Avon.
■ ZX Spectrum 48K with Lo profile keyboard, Opus Discovery 1 disk drive, Brother M-1009 printer, Philips computer monitor 80, Romantic Robot Multiface 128, plus joystick, games and books. Will sell complete for £325 ono. R A Hayes, (0905) 427259.
■ Spectrum 48K, with tape recorder, joystick, Interface 1, VTX 5000 modem and lots of software. Sell as one or separately. Phone (0306) 79480 and ask for M Katz. (*AAA-tishyooo! Oh no! I'm allergic to cats! Ed*)
■ Spectrum 128 +2 with interface, two joysticks, £350 of software including *Robocop, Platoon, Football Manager II, Double Dragon*, plus £60 of mags. All worth over £500, looking for £230. Contact A Mills, 17 Moremead Road, Bellingham, London SE6 3LP.
■ For sale, Spectrum +2 and 48K Spectrum, both with interface and joystick, Multiface 128 with Spectrum +2. All in good condition. £50 for 48K Spectrum, £110 for Spectrum +2. Phone (0279) 815769 and ask for Greg.
■ Spectrum +2, one year old with over £200 worth of software, and one Cheetah 125+ joystick, worth £350, selling for £150. Make me an offer. Phone Paul Chudleigh on (01) 697 0944.
■ Spectrum 48K, Horizon tape, power supply, leads, early Speccy software, plus manuals and beginners book on programming. £50. Interested? Contact Shaun on (01) 556 0171.
■ Spectrum 128K, Disciple disk interface, dual 5¼" disk drives with disks, Disciple compatible Kempston mouse, Comcon joystick interface, ZX L Print III printer interface, will split. Sensible offers, please, on (0462) 711722 weekdays.

SOFTWARE

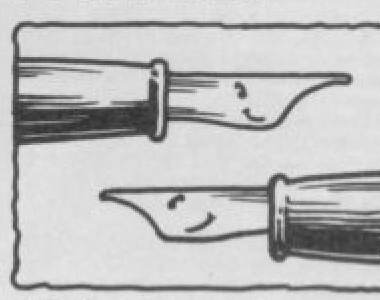


■ Wanted, *WEC Le Mans* 128K original copy. Software to swop, including *Thunderblade, Barbarian*. Ring Mat on (0920) 467982.
■ Wanted, *Renegade III, Return Of The Jedi, Crazy Cars I* and *II, Vixen, Mircroprose Soccer, Shackled, Vigilante*, to swop with *Karnov, Double Dragon, Black Lamp, WEC Le Mans, Rastan Saga, Operaton Wolf, Gary Lineker's Super Soccer*. Shawn Gauci, 20 Fejgel Str, Rabat, Malta, Europe.
■ I want *Gryzor* or *Predator* on +3 disk. Will swop for *Four Soccer Simulator* or *Thunderblade*. Ring (021) 559 3264 and ask for Thomas.
■ Wanted *Emlyn Hughes*. Swop for *Exolon, Garfield* and *Rigel's Revenge*. All original, wanted soon! Contact Paul on (0603) 501396 or write to 297 Unthank Road, Norwich, Norfolk NR4 7QA.
■ I have games to swop including *Operation Wolf, Typhoon, Thunderblade, Double Dragon, Last Ninja II, Real Ghostbusters, Robocop, The In Crowd, Samurai Warrior* and most football games. Reply guaranteed. Kevin Deakin, 34 Argyle Street South, Birkenhead, Merseyside L41 9BX.
■ Wanted, adventures. Will swop for arcade style games. Send list to Steve Gardner, 104 The Drive, Rochford, Essex SS4 1QQ.
■ Wanted, *The Big Sleaze* or *Match Day II*. Will swop any three of *Batman II, Operation Wolf, Robocop, Supreme Challenge, OutRun, Sidewize, Exolon, Cybernoid, Nebulus, Cobra, R-Type*. Phone Tim (0785) 850684.
■ I want your games! Contact Dan Meir, Murkionkatu 5A5, 20740 Turku, Finland.
■ Will swop *Paper Boy* and *Gold Collection II* for *Robocop*. Two for one. Lindsay Potie, 63 Northcote Road, Walthamstow, London E17 7DT, or phone (01) 521 4791.
■ Wanted *Robocop, Total Eclipse* and *The Running Man*. Swop *Operation Wolf, Tracksuit Manager* and *Emlyn Hughes Soccer*. Write to Lawrie Ryan, 28 Glendessary Street, Caol, Fort William, Scotland PH33 7AY.
■ I desperately want *Game Set And Match 2*. I will swop for any two of *Cybernoid I* or *2, Salamander, Netherworld, Victory Road*. I will also swop for *Stargllder*. Please ring Hull (0482) 43834 and ask for Howard.
■ I will swop *The Flintstones, Computer Maniacs Diary* and *Vu-3D* (three dimensional design program) or a light pen and one of the above games, for *PAW*. Telephone (091) 5210918 and ask for Neil.
■ I want *Stormlord, Terra Cresta, Dark Fusion* and *Karnov*. Will swop for *Rambo III, Nebulus, Salamander* or *720°*. Write to Adam Freshney, 21 East Bankton Place, Murieston, Livingston, West Lothian, Scotland EH54 9DB.
■ For sale, six micro drive cartridges. Brand new, never used, only £6. Contact W Wood, at 143 Balmoral Drive, Felling, Gateshead, Tyne and Wear NE10 9TS.
■ I have *Operation Wolf* to swop for *Afterburner, Last Ninja II* or *The In Crowd*. Please telephone Royston 62754 after 4pm and ask for Alex.
■ Wanted, *Artist 1* or *2*, originals with manuals and more. I have *GAC, Tripods, Yabba Dabba Doo, WAR, 10th Frame*, box and manuals for *Gunship, Caterpillar* and more! Phone (0422) 240791 now!
■ Will swop *Blasteroids* for *Forgotten Worlds*, and *Psycho Pigs UXB* for *Red Heat*. Call Kevin on (0452) 304599, or write to 19 Coral Close, Tuffley, Gloucester GL4 0RG.
■ Wanted, *Football Director II*. I will swop for *Driller, Darkside* and *Aftershock*. G Roberts, 3 St Augustine Crescent, Scunthorpe, South Humberside, or telephone (0724) 868041 after 4.15pm.
■ I really want *Robocop* and *Gold, Silver And Bronze*. For details contact Paul Raybould, 98 Brownshore Lane, Essington, Staffs WV11 2AG. (*Sorry, Paul, I couldn't read your phone number! Ed*)
■ Will swop any of *Match Day 2, Emlyn Hughes Soccer, Robocop, Operation Wolf, Last Ninja 2, Afterburner* and *WEC Le Mans*, for any of *Two Player Super League, Kenny Dalglish's Soccer Manager, Jaws, Run The Gauntlet, Licence To Kill, New Zealand Story* and *Rock Star Ate My Hamster*. Craig Sclater, 6 Baberton Mains Wyno, Edinburgh, Scotland EH14 3EE.
■ Wanted badly, *Roadblasters*. Will swop for *Future Knight* or *Scooby Doo*. Please write to Jamie Parker, 115 Campfield Road, Eltham, London SE9 5JD. Also want *Robocop*.



Are we or are we not the only mag to bring you a free ad service? More sales than Allied Carpets, more hardware than the Pentagon, more bargains than Pete Beale's market stall, more pen pals than a Bic biro factory, more lonely hearts than... erm... a normal lonely hearts column!

PEN PALS



■ I'm a Chinese 13 year old male looking for pen friends who like reading and writing. Please write to Sihn To, 57-59 King Street, Ramsgate, Kent LT11 8NX, or phone (0843) 596984.
■ A male Spectrum 128K owner with loadsa games to swop. Interested? Then grab a pen and paper and drop me a line. Dev Lalvani, A-5 Rockside, 112 Walkeshwar Road, Bombay, 400 006 India.
■ I'm a 12 year old +2 owner and want to swop games, hints, tips and so on. I've got lots of games! Joseph Cocks, 88 Embley Close, Gosport PO13 9TL. PS Please hurry!
■ Are you bored? No one to swop games with, write to, or to do other things (oo-er)? If so then you need a pen pal! Just write to the pros at 1 Keble Close, North Wootton, Kings Lynn, Norfolk along with £2 and sae.
■ Pen pals wanted to swop games. Mostly new games to swop. Send your list for mine to Kenneth Ryan, Carnhill Skerries, Co Dublin, Ireland.
■ ¡Hola! GCSE Spanish student (15) needs Spanish pen pal urgently! Male or female. I need help with my Spanish. Please write to David Haskoll, 70 Bride Street, London N7 8AZ England. Adios.
■ Hi! I'm Tomcat, aged 16, seeking a pen pal of about the same age. Don't need to own a computer. Overseas pals welcome! Write to Tomcat, 15 Eisburn Road, Barnoldswick, Colne, Lancs, England BB8 5HB.
■ Hi there! My name is Gail and I'm 19. I'm into programming computer games and also love David Bowie. (*Ashes to ashes, Funk to funky... Davey*) (*Shut up! Ed*) If interested, write to 8, Bank Buildings, Hebden Bridge, West Yorks HX7 8NJ. Write soon!
■ Do you like Anthrax, Metallica or any other kind of thrash metal bands? If so, write to Marc, 18 Potterhill Gardens, Perth, Scotland. All letters answered.
■ Spaced out +3 programmer wants to exchange programming hints and tips, any age or sex. (*You what? Ed*) Write to Paul Monaghan, 12 Hartburn Walk, Kenton Bar Estate, Newcastle Upon Tyne NE3 3YT.
■ Wanted alive... +3 owners! Have lots of games, POKEs and thingies to swop, so what are you waiting for?! Drop a line to Stephen Sophos, Kato Dexameni, 34600 Nea Artaki, Halkida, Greece.
■ If you are a girl or a boy aged 1-2,000 years old, and you are interested in swopping games for the Speccy and/or music tapes, then I'm waiting for your answer! Danny Pedrera, Av Fdz Ladreda 9, Portal 5°, 4°C, 11006 Cadiz, Spain.
■ Wanted, pen pals 17+ of either sex from anywhere, who'd like to swop games for the +2. Interests also include heavy metal, soccer (Liverpool) and American football. Ian McCallan, 12 High Road, Sion Mills, Strabane, Tyrone, N Ireland BT82 9NL.
■ Wanted, male pen friend with a Speccy 48K+. Preferably 14 years of age, who will keep in touch quite a lot. If interested, write to Philip at 81 Wentworth Road, Rugby, Warwickshire CV22 6BL.

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WANTED



■ Spectrum disk drive and interface wanted. MGT preferred, but anything considered if cheap enough. Ring Guisborough (0287) 43858 (evenings).

■ Wanted, Multiface 128K. Will swop *Forgotten Worlds, WEC Le Mans, MicroProse Soccer, Batman 2, Afterburner, Arkanoid 2, Magnificent Seven, We Are The Champions, Operation Wolf, Typhoon* (all originals). Phone Jason, after 4.30pm on (01) 223 7761.

■ Film magazines, especially *Photoplay*. Swop for software or Speccy magazines. G Power, 6 Renoir Mews, North Bersted, Bognor Regis, W Sussex PO22 9AU.

■ Wanted, Multiface 1. Will swop for *Supreme Challenge, Captain Blood, GAC, Taito Coin Op Hits, Robocop, Star Wars*. Pick any three or four. Write with details to Ian Han, 127 Nigel Walk, Castlefields, Runcorn, Cheshire WA7 2JJ.

■ Wanted desperately, *Johnny Reb 1* or *2*. Will swop for *Gauntlet* and *Footballer Of The Year*. Please put a strategy fanatic's long and lonely search to an end and reply! Cormac Bowell, Sandymount House, Oldtown, Abbeyleix, County Laois, Eire.

■ Please swop your *Football Manager 2* for my *R-Type* now! So phone me anytime between 6pm and 12am. (*What? And get phoned up at four in the morning? You must be desperate. Ed*) Phone (021) 772 6959 and ask for Mark. It's a good game, honest! (*We know it is! Ed*) So phone!

■ Urgent, has anyone got a +3 compatible Speech Synthesiser? Not DK 'Tronics, 'cos it's not compatible. If so, then I worship you! (*Blimey! Ed*) Phone (021) 745 3165.

■ Oo-ah! Oo-ah! Has anyone got *The Archers*, issued I think by Level Four? If you have and don't want it, call (091) 3866606 or write to 1 Worcester Road, Durham DH1 5PZ. Ta!

■ Has anyone got an old *3-D Ant Attack* from about five years ago? With instructions please. Contact Chris Rainer, 92 Roston Drive, Hinckley, Leicestershire LE10 0AX.

■ Wanted, Spectrum 128K+. Please contact Chris Jackson, 7 Whitton Close, Bessacarr, Doncaster, Yorkshire DN4 7RB.

■ Wanted, *Last Ninja II* and *Where Time Stood Still*. Will swop for *Gunsmoke, Garfield, ATF* or *Bride Of Frankenstein*. One for one. Contact Nick Sheppard, Channel View, Cliff Road, Seaford, East Sussex BN25 1BH.

■ Wanted, old Spectrum 48K manual. Must be in good condition. Good price paid. Contact Ross Halliday, 13 Pix Road, Stotfold, Herts SG5 4HY.

■ Please, has anyone got Spectrum Shadow ROM Disassembly? Also Melbourne House microdrive books, or any other Spectrum related books they no longer require? I would also like to swop hints, tips and progs. Roger, Rosewood, 50 Fox Howe, Coulby Newham, Middlesborough, Cleveland TS8 0RU.

■ Wanted Multiface 128. Will swop for all of these originals — *Lord Of The Rings, Mindstone, Never Ending Story, Joe Blade 1* and *2, TT Racer, Dan Dare*. I need the instructions as well, please. Write to Dave Goodliffe, 79 Priory Road, Lundwood, Barnsley, South Yorkshire S71 5JD.

■ Programmers wanted for new software house. Write to A R Phillip, 110 Coventry Close, London E3 3JJ. Remember, no one is under-experienced. All applications will get a reply.

■ Wanted, poster machine for the +2. Will swop for two of *Laser Wheel, Yoki, LVS* or for *Hit Pack*. Call (0234) 750 317 after 6pm and ask for Niki.

MESSAGES AND EVENTS



■ *Clash*, the totally brillified PBM wargame, what else can I say in a space this small? Send a skyscraper to *Clash*, Sunnyfield Cottage, Station Road, Langworth, Lincoln LN3 5BD, Venus. (*These guys are totally hatstand! Ed*)

■ Adventure four pack and arcade four pack — four games for £2.50. Fully Machine Code, sprites, music, special FX. Cheque to A J Remic, 55 Stanley Street, Ramsbottom, Bury BL0 9JG, or telephone (0706) 6452.

■ Has anyone got a full solution to *Contact Sam Cruise* (*Yep, in YS 41! Ed*) or *Spellbound* (*Tips in ish 43! Ed*)? If so, write to Mark Sealy, 110 Kilmartin Avenue, London SW16 4QZ.

■ Hints, tips, POKEs and maps. It's all in *POKEs And Prods*. Tips for over 50 games. Just send £1 to Scott Griff, 17 Woodstock Street, Hucknall, Notts NG15 7SP.

■ Invaluable guide to programming Machine Code on tape!! Includes demos to help you. Send £2 and a tape, or £2.50 without, to Mark Dow, 9 Dartmouth Avenue, Paltingham, Wolverhampton WV6 7DP.

■ Have you written a good program? Then it deserves a good loading screen! That's where I come in! Send 90p and tape for an eight screen demo now! Jonathan Langford, 42 Aldbourne Way, Hawkesley, Kings Norton, Birmingham B38 9UP.

■ Realistic, exciting horse racing, owning and betting on horses PBM. Cash and trophy prizes. £3 start up, £1.50 per turn. M J Gibbard, Pixies Nest, Wainhill, Chinnor, Oxford OX9 4AB.

■ Judy Hannan!! I love you!! You're the most beautiful girl in the world!! When I look in your blue eyes, I go crazy! (*Bliminey! Ed*) Will you marry me? Love, Jamie.

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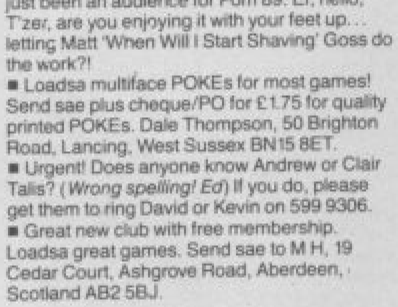
■ Ahoy again for another month! With a hello to the usual crew of Bug, Normy, Roff, Pale II, Boner, LS, Mav. If you read this, then you've just been an audience for Pom 89. Er, hello, T'zer, are you enjoying it with your feet up... letting Matt 'When Will I Start Shaving' Goss do the work?!

■ Loadsa multiface POKEs for most games! Send sae plus cheque/PO for £1.75 for quality printed POKEs. Dale Thompson, 50 Brighton Road, Lancing, West Sussex BN15 8ET.

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■ Anyone interested in producing a fanzine using a desktop publishing package? All letters answered. Alex Hughes, 37 Lake Road North, Lakeside, Cardiff. Tel (02220) 757563.

■ Pit your wits against *Sheep Dog Trials*, a new release from Byte The Dust. Just send £1.50 to Edwin Cook, 5 Lark Hill Way, Felixstowe, Suffolk. 200 already sold.

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■ *Enigma* issue two as seen in *YS*! Out now Spectrum 128, £1.99. Cheques/POs to Enigma, 15 Westfield Road, Invervrie, Aberdeen AB5 9YR.

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■ Um, hello! Can you send me letters please? It's for a tape fanzine, currently under construction. Here's my address... Steevie, 8 Alwin Close, Walton Court, Aylesbury, Bucks HP21 8RP.

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■ *Adventure Coder* magazine for all utilities and computers! Stuck writing your adventure? Send today! Only £1 monthly. Cheques to C Hester, 3 West Lane, Baildon, near Shipley, West Yorkshire BD17 5HD.

■ Articles and/or programs wanted for new tape fanzine. Send to Simon Briggs, 5 Canon Young Road, Whitnash, Leamington Spa, Warwickshire CV31 2QU. Fanzine needs a name, any ideas?

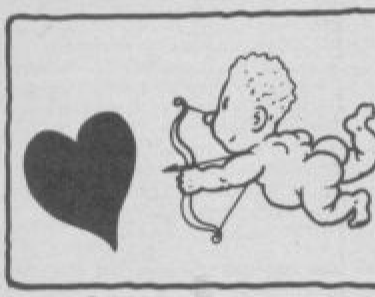
■ *Blast!* Issue Three. Two games, poster, prize draw, reviews, news, previews, competitions, Shaw brothers interview. Send £1 and sae, or £1.30 cheque/PO to C Fleming, 25 Arnprior Pleace, Alloway, Ayr, Scotland KA7 4PT.

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■ Wanted, Italian footballer, must be willing to keep football boots on and bag over head. Write to Gertie, Carlinpoint, 5 Dryden Street, London WC2.

■ I'm looking for a female aged 15-16 with a good personality who's interested in charty music. Please send a photo, all letters answered. I am 16. Justin, 98 Birling Road, Snodland, Kent ME6 5DZ.

■ I'm a 19 year old male looking for a young lady who wants to get to know a great personality well! All correspondence answered. Write to Wayne, 17 Elbrook Drive, Newcastle, Australia.

■ Male (16) wants a female of a similar age for a long lasting relationship. Looks don't count. Please send photo to Andy, 6 Four Oaks, Common Road, Four Oaks, Sutton Coldfield, Birmingham B74 4NJ.

■ Wanted! 14-17 year old male with a penchant for writing to weirdos. Get your friends to write too! What a bargain! Write to Kate, Mich, Jen, Andi, Tara, Caerwent, at Libanus Road, Ebbw Vale, Gwent NP3 6EZ.

■ Attractive 15 year old would like sexy female aged 15-16, with a brill personality, who likes computer games (48K). Apply to Linus Fitzsimmons, 17 Waverley Avenue, Kearsley, Bolton BL4 6HU.

■ I would like a nice looking female around 13 to 16. I like music, fishing, computers and going out. Please send photo. Lee Johnson, 49 High Street, Barry, South Glam CF6 8DU.

■ Hello, I'm a hunky, sexy, really cool dude, and I'm looking for a good looking girl aged 13-14 who likes having a good time! Phone (021) 422 7730 and ask for Dickon. (*On where? Ed*)

■ James Danaher, please send me your photo. I'm in love with you! Luv, Janine.

■ Lonely 13 year old boy seeks girl 12-14. Photos please, send to Michael Wallace, 68 Parkhead Gardens, West Calder, West Lothian, Scotland EH55 8BD.

■ Lonely male seeks attractive girl aged 13-15 for relationship. Must live in South England. Please write including photo to Adrian Stallworthy, 2 Wadhurst Close, St Leonards On Sea, East Sussex TN37 7AZ.

■ Two hunky males require two attractive females (14-17) for correspondence. No Brossettes. Write to Slab and Grimace, Nat West Bank House, Scot Lane, Doncaster, South Yorkshire DN1 1EW. PS Photo if possible.

■ I'm a 17 year old guy and looking for a female, 16+, who's interested in music and sport!!! Oh, and a piccy of yourself, please! To Robert Tidy, 66 Plymouth Avenue, Brighton, East Sussex BN2 4JB.

■ Lonely 16 year old male looking for attractive 15+ in Bolton area. Please enclose a photo. Send to Charles, 106 Freshfield Avenue, Gt Level, Bolton BL3 3EZ.

■ Two 13 year old boys, looking for two sexy girls between 12-14. Please send photo to James Finnegan, Irewood, Slane, County Meath, Ireland.

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Pete's Puzzle Page Issue 45 ANSWERS

WHAT AM I?

A coffin.

CHECK YOUR CHANGE

You're supposed to subtract the £2 that the butler took because it didn't end up with the brothers. So that makes £25. Add the £5 that they were meant to get and, hey-presto, there you have it — £30!

JOKING LETTERS

It is spelt A-L-B-U-M-E-N.

TICKET TO RIDE

The man was blind, but after his visit to the hospital he could see for the first time. He catches the next train back home, but unfortunately it goes through a tunnel. The man thinks he's blind again so kills himself.

SOURED MILK

You don't milk bulls!

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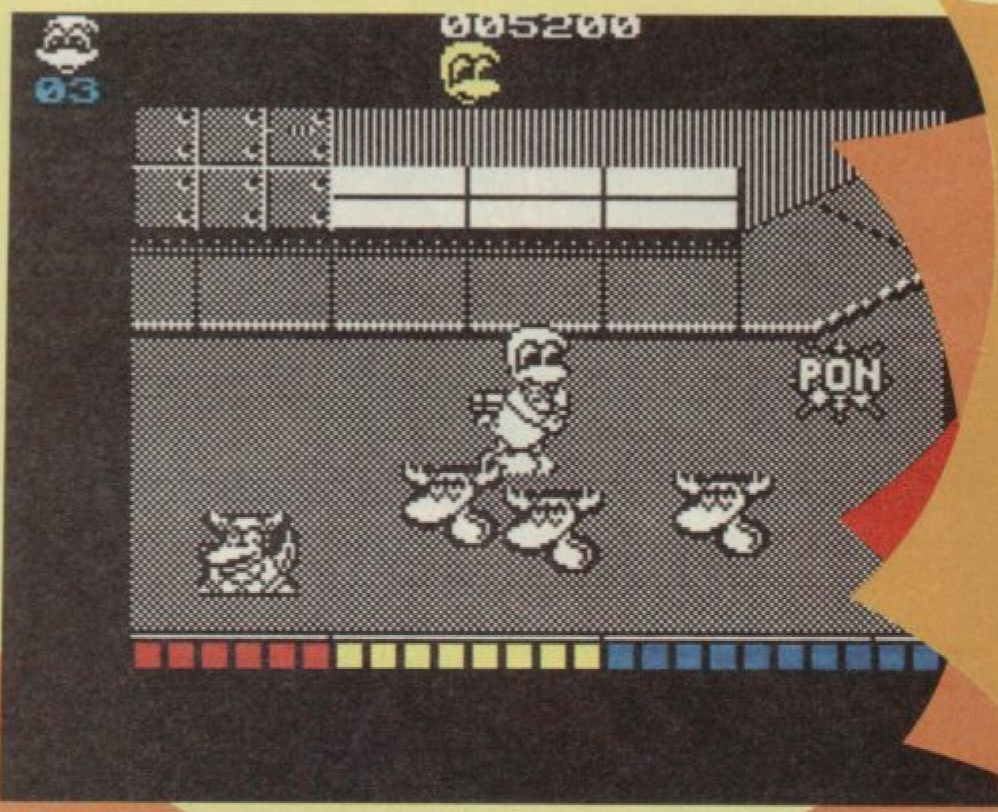
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DYNAMITE DUX



"I took a moose head out to see a movie..." They don't so much go for you as trundle past, so stand in an appropriate spot and get that upper cut ready.

Activision/£9.99 cass



Matt Cute coin-op conversions – they're like bloomin' buses! You don't see any for ages then a whole load come at once. There are platformy ones (like the *The New Zealand Story* and *Rainbow Islands*), shoot 'em uppy ones (*Mr Heli*), arcade adventurey ones (*Super Wonderboy*) and, erm, even waddling-along-the-street-punching-thingsy ones. And guess what? As far as waddling-along-the-street-punching-thingsy games go, they don't get much better than *Dynamite Dux*!

Activision has done a pretty sound job on the conversion. You play a duck (of course), a duck with a mission — your friend Lucy has been kidnapped and you're out to rescue her. She's trapped somewhere at the end of six horizontally scrolling, cartoon-style levels. So let's waddle off and see how we do.

Hmm. It all seems pretty easy so far. The first level is just like a twisty suburban road, nothing too dangerous here. Hang on a cotton-picking minute though! What on earth are these?? A bouncing team of formation dog heads!?! They're not really going for you – it's quite easy to get out of the way if you want to and let them bounce merrily past – but nah. It's just too tempting to quickly jab the fire and – pow! – your massive Popeye-style fist socks the mutt in the mush.

Blimey! Here comes a herd of sproinging moose heads. Biff! That sorted them out. Uh oh! It's a pig on a trolley – he looks a bit tough. Better hold down the fire button for a bit longer – your hand now spins around Popeye-style, building up energy before delivering a devastating upper cut. Whammo!

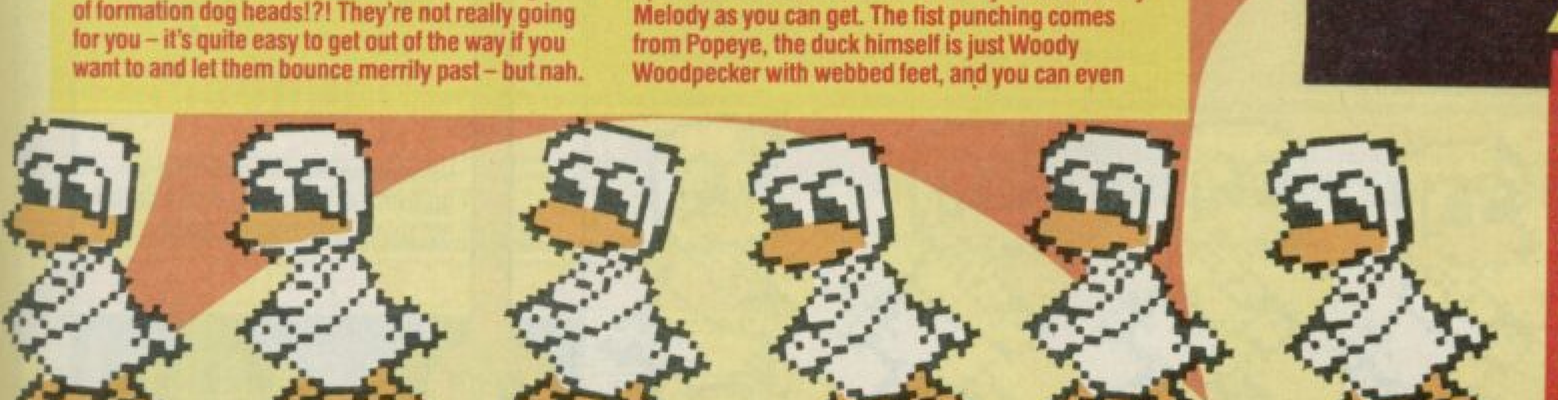
And so it goes on. There are sandwiches and other foodstuffs to pick up (extra energy) and extra weapons too. What's that? Looks like a (smiling!) bomb. Now I can chuck these at the bad guys instead of punching them. And this one? It's a rocket launcher. Eat strontium death, surreal cartoon animals!

Boxing crocodiles, rocket-boosted cows, moles, big fire monsters (which appear twice a level) and similar creatures all gladly line up to be knocked into next week by this unstoppable feathered fiend. There's only one bit of strategy involved – making sure that out of the many weapons that present themselves along the way you're carrying the right one to deal with the next nastie. Throwing eggs at the fire monster won't do much good, but squirting that water pistol might!

And that's it. Basically, then, a cartoon beat 'em up which looks as much like a Loony Tune or Merry Melody as you can get. The fist punching comes from Popeye, the duck himself is just Woody Woodpecker with webbed feet, and you can even

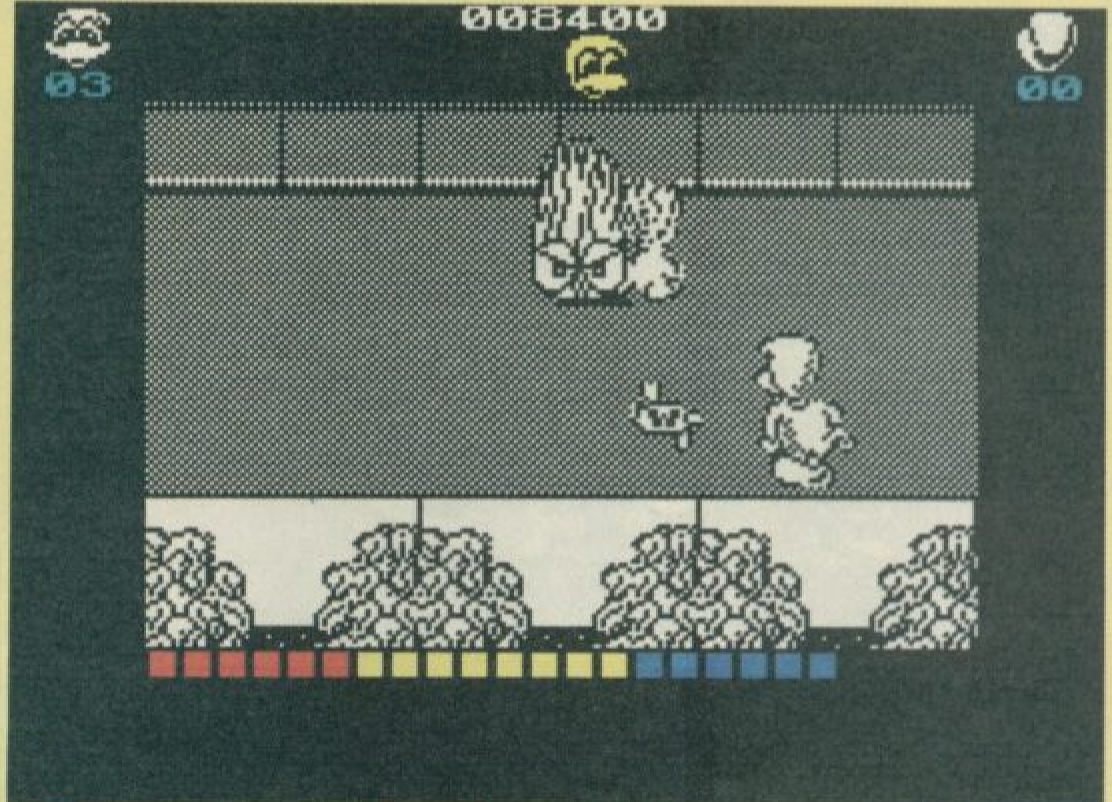


Watch this power bar. Let too many of the weird and wonderful bad guys touch you and its bye-bye, world, hello, duck heaven.





Guess who's been eating his spinach? When the duck spins his arm his fist is as big as his entire body (well, nearly). Pow!!



Yikes! It's a big fire baddie (he appears twice in the first level). Now let's see, which weapon? Rocket launcher? Smiley bomb? Nope, it's gotta be the water pistol!

see the word 'Pow!' written in the air when you punch someone out. Graphics are in clear monochrome, with well-defined sprites, smooth animation and perfectly acceptable four way scrolling.

The only problem is that it is a bit of a one note game. All you really get to do is waddle along punching things which isn't really all that interesting. The bad guys aren't very intelligent either. Most of them just bounce past taking little or no interest in you. It's easy to punch a few of them out, but it's only when you're really swamped by sheer numbers that you need to.

The other limitation is that there are only really two combat moves – standing right in front of a baddy and punching, or standing a few feet away and throwing something at him. Even if we're generous and count the windmilling mega-punch as a third move, there isn't much variety here. I always think of a cute character as a good excuse for some platform and ladder shenanikins, but since there aren't any platforms, let alone a jump option, you obviously don't have that here.

I had fun playing *Dynamite Dux*. It's a birrova laugh, but take away the bizarre characters and neat graphics and you've got a very samey beat 'em up with a severe lack of combat moves. Add the fact that the Speccy version doesn't get the two player option that made the coin-op such fun and I'm not sure how long you'll be playing it after the novelty has worn off.

final

LIFE EXPECTANCY	GRAPHICS
65°	90°
INSTANT APPEAL	**ADDICTIVENESS**
85°	74°

Diagnosis

Very appealing and cute beat 'em up with neat cartoony graphics, but not much variety in gameplay.

81° verdict

GILBERT escape from DRILL

Again Again/£9.99 cass/£14.99 disk



Marcus Gilbert is of course Gilbert The Alien, that noticeably snot-tinged impersonator of football commentators and general loudmouth. And Drill is his home planet – not too nice a place by the impression you get from this game.

You see, his fellow Drillians are sufficiently browned off with Gilbo (what with his incessant bragging and rabbiting, natch-o) that they aren't letting him go back to Earth to record another series of his programme. You'd have thought they'd be glad to be shot of him if that were the case, wouldn't you? But nevertheless, the Millennium Dustbin, his trusty spacecraft, has had several important bits (even the khazi) removed and hidden around the main city (wouldn't it be nice if all cities were like Milton Keynes?). How can we get them back for him?

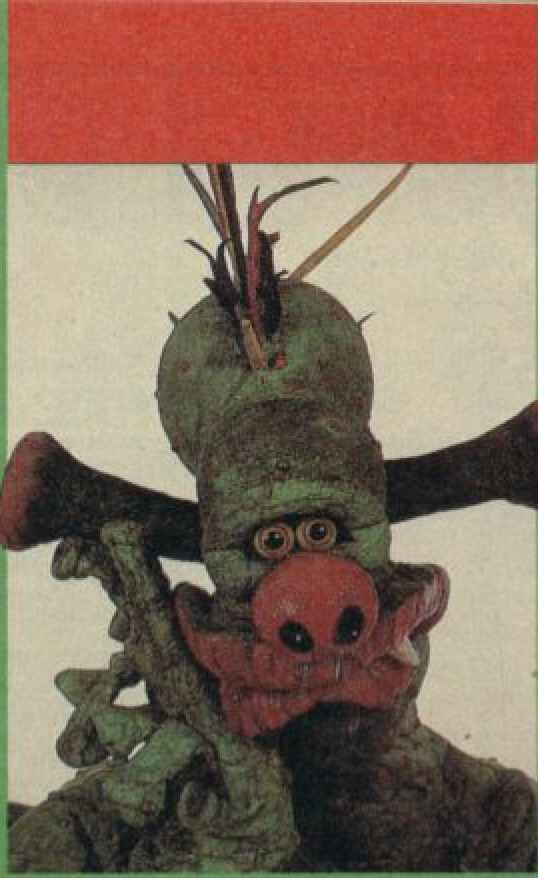
'Tis simple, old bean. For the Drillians may be a dreary lot (and judging by the game's graphics, their architecture leaves something to be desired too) but they're at least sporting. So in the various Milk Bars dotted around the city (they get drunk on milk?), there are video games for Gilbert to play. Should he play one successfully, he gets a clue to the whereabouts of the missing khazi and all the other bits. Your task, then, is to find these Milk Bars and play the vid games to the best of your capability. And it's not as easy as it sounds.

For one thing, you've got loads of nasties chasing you around. These can be 'snotted' at (Gilbert has capacious quantities of snot to fire at them, rather than a handkerchief like everybody else), which is a touch better than letting them hit you. 'Cos you've got 24 hours in which to solve all the various problems (not real-time, don't worry) and every time you're hit, you're docked a few minutes. Worse, if you fail at one of the video games, you lose a full hour.

You can of course run out of snot – even Gilbert's nasal passages have their limitations – but if so, you can miraculously fill up by visiting a Milk Bar (is it on draught or in bottles?). If you snot away enough nasties on a particular screen you'll see a 'hoverjelly' appear, which if successfully snotted (and it's not easy by any means) will drop down an item of food for you to pick up. This can be one of two things, a can of beans, which when consumed gives Gilbert such a bad attack of wind that he can float over the landscape, or a piece of cake which brings him back to earth again. He can carry up to four items, although to be honest you won't need these that often.

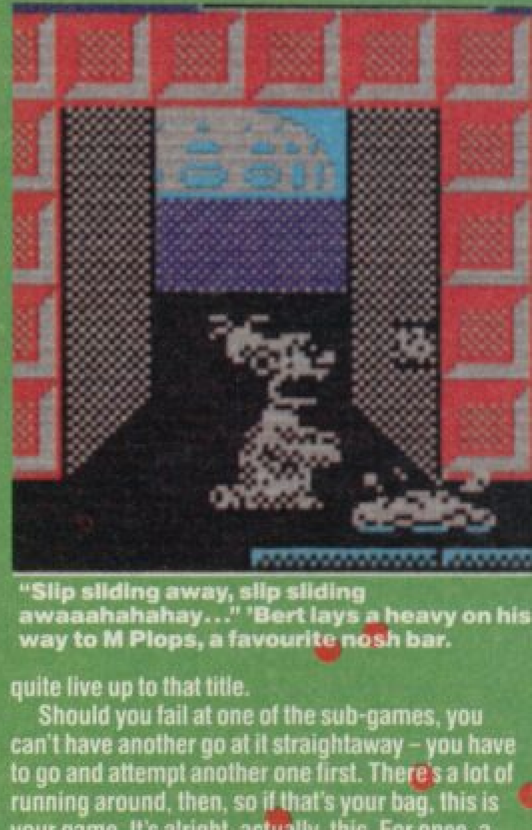
A good piece of advice is to make a map. Those Drillian streets are labyrinthine in the extreme, and you'll get nowhere if you don't know where you are. As for the vid games, well, they're surprisingly challenging. One is the old joke *People Invaders* (you're an alien, remember?), in which you play a *Space Invaders* game but shoot people instead of nasties. It's harder than the original. Then there's *Sprout Wars*, in which you have to shoot a nasty that's terrorising some harmless little sprouts. The trick here is that you have two guns, one shooting horizontally and one vertically, ano they shoot one after the other – so you have to remember which one is shooting next if you're not to zap one of the sprouts by mistake. *Brain Drain* I never managed to find in my travels around Drill, but I did catch *Greed*, a fine little puzzle game whose subtleties are often too hard to work out in a hurry (which is what you need to do if you're going to solve it successfully). Sadly the Speccy version has no room for the final game, *Snot Fight At The OK Corral*, although I suspect that no game, however brilliant, could ever quite live up to that title.

Should you fail at one of the sub-games, you can't have another go at it straightaway – you have to go and attempt another one first. There's a lot of running around, then, so if that's your bag, this is your game. It's alright, actually, this. For once, a game with a character actually uses that character in a reasonably imaginative way, so that you're not left with the sneaking suspicion that the game was

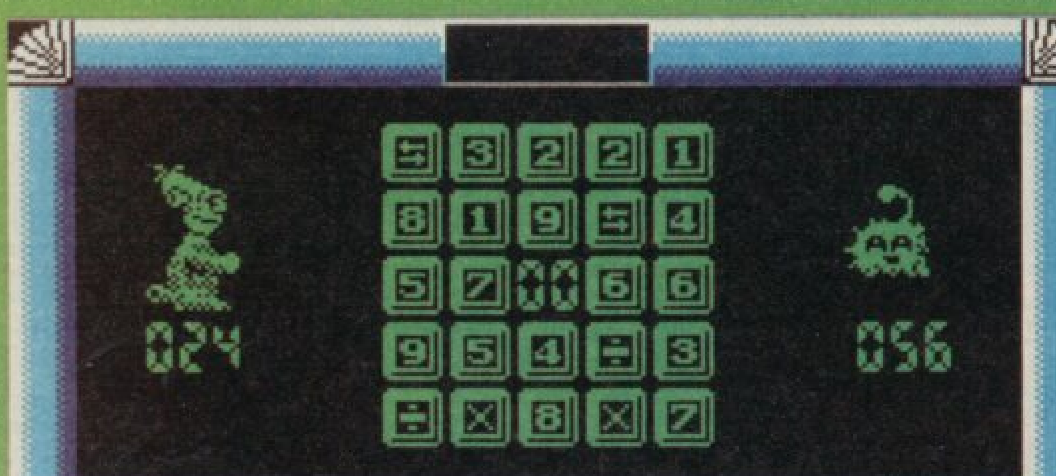




"You go first." "No, after you." "But please." "No, that's fine." "Listen, dome head, get your rump in there sharpish or you'll end up looking like an ectoplasmic Easter egg."... "Um... okie dokie."



"Slip sliding away, slip sliding awaaahahahay..." 'Bert lays a heavy on his way to M Plops, a favourite nosh bar.



***Brain Drain*, one of the sub-games. You've got to find pairs of numbers. Click an arrow square and your score immediately becomes your opponent's!**





If the pong down here in the sewers doesn't clear Gilbert's shnozz a quick snort into this floating bog roll might.



Bars are on the house! This is where Gilbert tests his the ol' vid games.

written first and the character tacked on afterwards as an afterthought. It's fast, it's challenging, it's very silly, and I liked it. And it's certainly the first 'snot 'em up' I've ever played...

final

LIFE EXPECTANCY **77°**

GRAPHICS **75°**

INSTANT APPEAL **78°**

ADDICTIVENESS **74°**

Diagnosis

Gilbert hits the Speccy with a suitably snot-packed epic which will keep all but the most hardened gamesters satisfied. "Interesting... VERY interesting!"

78° verdict



championship GOLF

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Dr Berkmann Fore! Speaking as a rich and successful doctor, I must say that I do like a good game of golf.

So when I heard that D&H, my fave sports sim company, was putting out a golf strategy game in the manner of its biggest and bestest hit, *Footie Director,* I was chuffed to say the least.

Unfortunately, though, the final product is not quite up to the standard of that classic (and perennially popular) boot sim. You know how irritated you get with *FD* when you have to sit there doing nothing for ages except look at the words



'Please Wait' flashing up on the screen? *Champy Golf* is the same but worse. Far worse.

In its main structure, the new game is not dissimilar to the old. You start off with a menu full of options, 20 grand in used readies and the desire to be a top golfer, if not the talent. But never mind, since you can improve all parts of your play (driving, chipping, bunker play and putting, each rated out of 100) with practice. It helps if you hire a coach for this, as your ratings rise faster. So far, so good. Now, it's time to play in a tournament.

Your choice is simple. Play in the British Open or in a minor tournament in Stevenage. Naturally, you're nowhere near good enough to get in automatically, so you have to play the qualifying tournaments, which, to your surprise, you turn out to be nowhere near good enough to get through.

Trouble is, this takes some time to find out, 'cos each four-round tournament takes the best part of an hour to play. An hour? An hour.

So you watch as your round is played out, shot by shot, hole by hole. Interesting for about 20 minutes, this soon becomes a frustrating and tedious experience, as you begin to reflect on why the shots you're seeing on the rather primitive graphical bit bear no relation to the real game.

You also know pretty soon that you're not going to win, or even get a decent (money-blagging) place in the top ten. And if you're qualifying, and you need to be in the top five, you know when you're six over after eight holes that you're not going to make it.



Now I know that strategy games aren't supposed to be fast but *Champy Golf* takes the biscuit. There's quite a good game hiding in here somewhere, but unless you have the patience of Job and more time on your hands than Methuselah, it's all far too slow to take. Stick with *Footie Director.*

final

LIFE EXPECTANCY **35°**

GRAPHICS **25°**

INSTANT APPEAL **57°**

ADDICTIVENESS **40°**

Diagnosis

Desperately slow golfing variant of the *Football Director* strategy format that makes the original look like *R-Type.* Only for the truly dedicated.

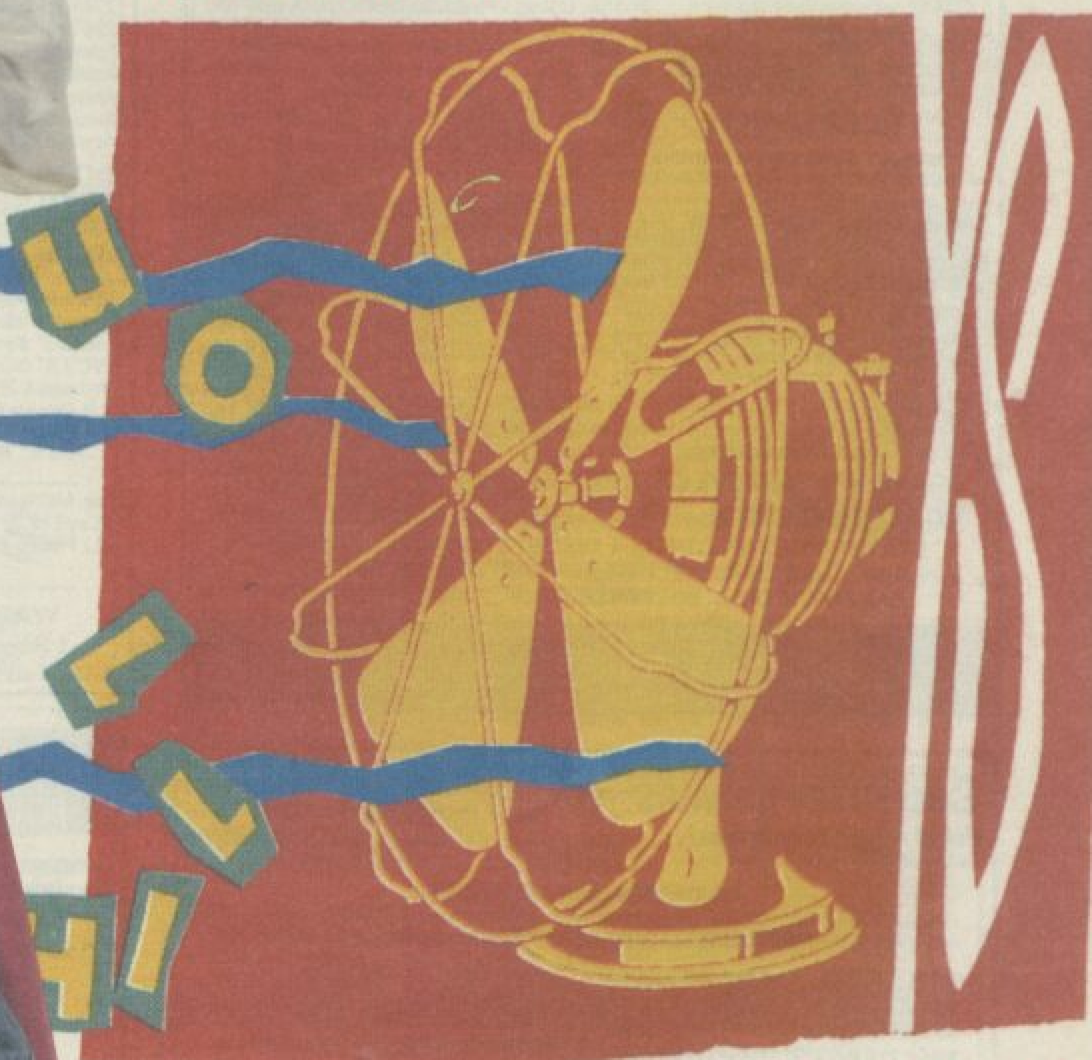
45° verdict

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tassels hanging off it. And little pictures of Paul Daniels

...No one would want one.

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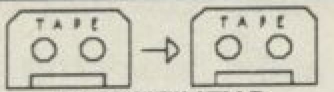
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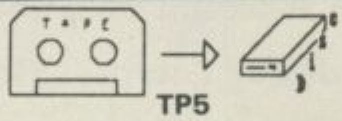
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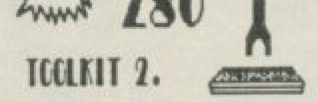
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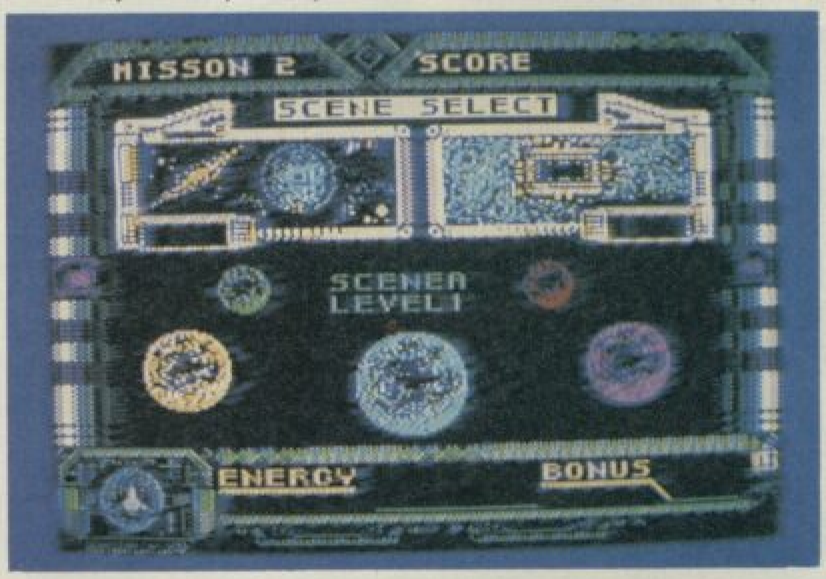
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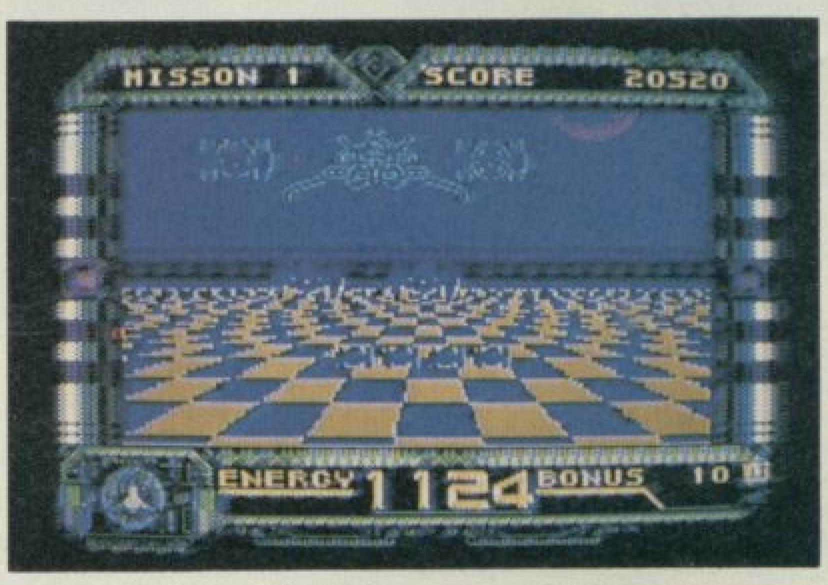
Brrr! There's a bit of a nip in the air. Looks like the last summer of the decade's finally over. But the fun goes on for one and all, eh, Spec-chums? Just take a peek at all these new releases coming up in the next few months.

Galaxy Force
Activision

They said *Afterburner* couldn't be done. Last year they did it (after a fashion). This year Activision has taken on a project even tougher — *Galaxy Force*, a slam blam what-on-earth-is-going-on space shoot 'em up, and, lummey, it looks like they've done it again. Keith Burkhill is the guy responsible — he cut his teeth on *'burner* and has been able to use a 1989 version of the same routines on the new game. It starts with a sequence in which you choose between five planets, before throwing you straight in at the deep end. You fly over the planetary surface (the only use of colour in the game — in most sequences it would make things too confusing) before — zoom! — you go straight into the infamous tunnel sequences. These are the most fiendish, crash-into-the-wallsiest things ever, loaded with enemy gun installations and all sorts of nastiness, and need to be zoomed through before you reach the big enemy base that you must destroy.

Activision says it's already more playable than the coin-op — but then it would, wouldn't it? We'll all be able to judge soon — it's being finished so quickly we should see it before Christmas rather than after.





The Untouchables
Ocean

This must be the most awaited game of '88 — *YS* has seen it at various stages this year and it looks better and better each time. Though it's a bit of a hoary old film licence by now, it's still the dark horse of the Christmas pack — the one with the potential to do a *Robocop* and still be selling vast numbers when the flashier licences have been forgotten.

It is, of course, set in 1930s Chicago, as Elliot Ness and other treasury agents wage war against that infamous scamp Al Capone and his gangs. Gameplay is remarkably faithful to the film, with the player taking the role of different characters in recreations of the movie's most famous set piece scenes. There is the opening platform and ladders fight in the warehouse, the shoot-out on the bridge and the famous scene in the railway station in which a vulnerable pram clatters down the station steps while bullets fly all around. In each section the gameplay is different. The steps scene is an overhead view scroller if we remember right, and the bridge sequence is a bit *Op Wolf*-ish with you rolling on the floor shooting men hiding behind trucks. Available in November at £8.95.



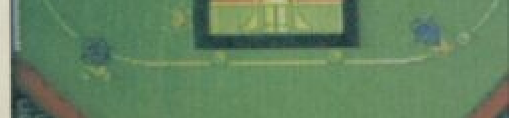
The Untouchables

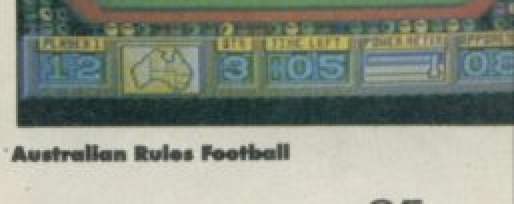


The Untouchables

Australian Rules Football
Again Again

What's the most violent sport in the whole world? What has 18 players on each side, three goals at each end of the pitch and a trio of referees? That's right! Ice hockey! (*It's Australian Rules Football actually. Ed*) Um. Yes. Aussie Footie is currently gaining cult status on Channel 4, so Again Again is bringing out an overhead view conversion of the thing — rather like *MicroProse Soccer*. There'll be punching, throwing, hanging, garrotting, a choice of two leagues and a wacky commentator. It's going to hit the stands at the end of September for £9.99. Streuth!

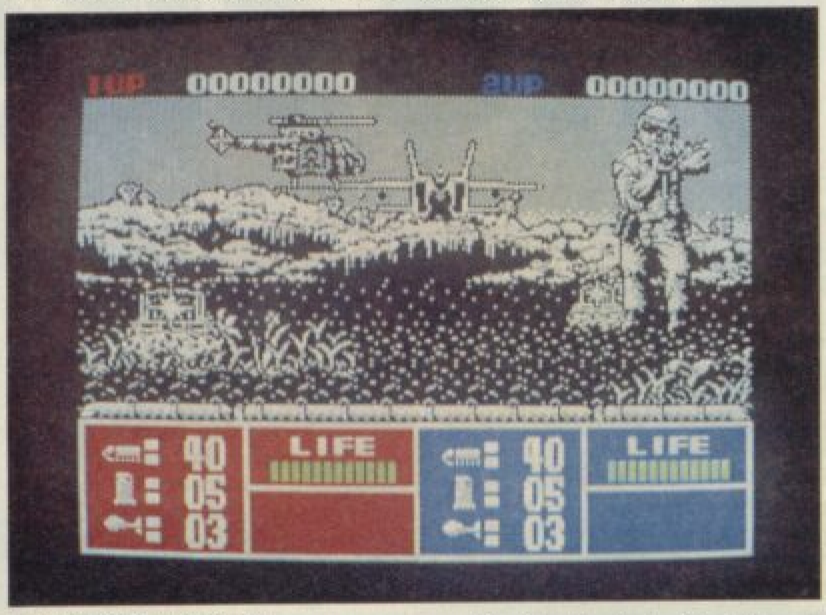




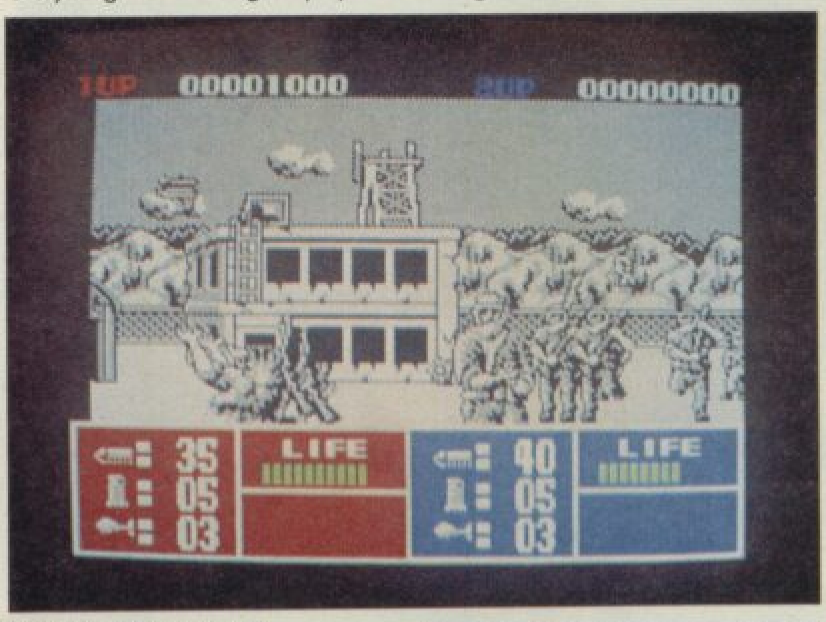
Australian Rules Football

Operation Thunderbolt
Ocean

If we were taking bets on what will be the Christmas number one, no one would mock us were we to plump for *Operation Thunderbolt*. The shoot-everything-that-moves gameplay is the same as that in the original *Op Wolf*, but this time there are 3D sections where you travel into the screen-rolling-road-style as well as the normal horizontally scrolling ones. And there's also a two player option. Available in November at around £9.99.



Operation Thunderbolt



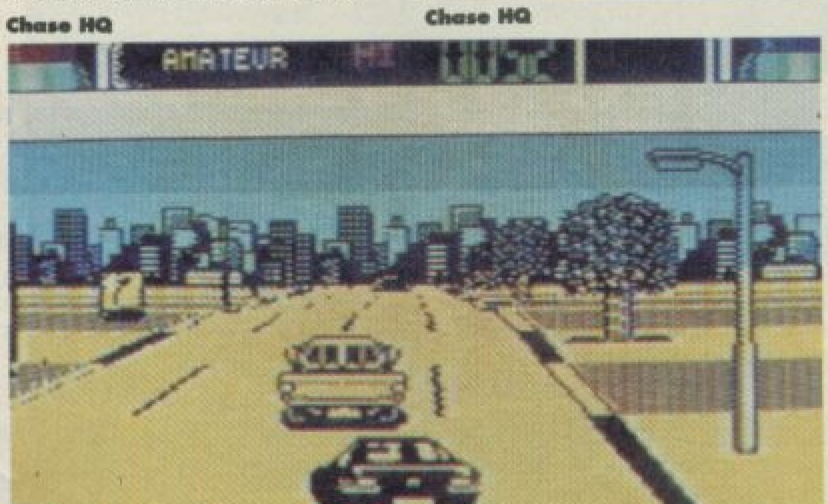
Operation Thunderbolt

Chase HQ
Ocean

This is it! This year's biggie (well, maybe). You play the *Miami Vice*-style cops in a Porsche 928, chasing baddies mounted in Ferraris, Lotus Esprits and the like. The rolling roads are very, very fast, and in general the game play is extremely faithful to the arcade original, including the crashing-into-the-back-of-baddie-cars-in-order-to-stop-them bits. Out in November for less than a tenner — let's go Mr Driver!



Chase HQ



Chase HQ

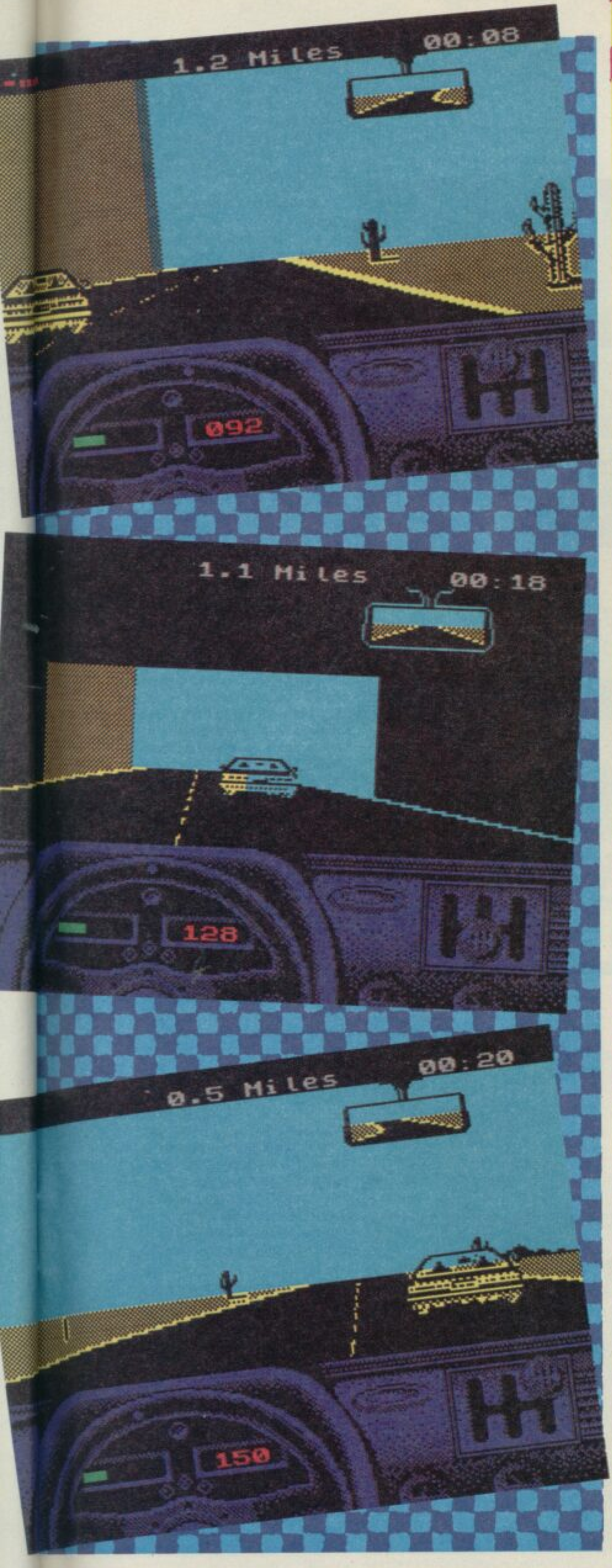
Test Drive II
Accolade

What looks like a cross between a racing game and a driving sim, lets you get behind the wheel of a Ferrari or a Porsche and seems like it could be one of the spankiest driving games to hit your Speccy yet? Only *Test Drive II*, fact fans.

Starring two of the fastest cars ever built (i.e. not Duncan's Beetle or David's Triumph Herald), this game'll let you set up the kind of race which until now has only been run on the *YS* office Scalextrix. Coo! So hop into your chosen mean machine and prepare to race either the clock, the same make car as your own or your arch rival across the good ol' US of A.

Mind you, this is going to be no straightforward race, that's for sure. 'Cos there are hazards to watch out for too. The American highways are pretty treacherous at the best of times, and in this game not only is your track realistically littered with rocks, loose gravel, pot holes and oil slicks, but packed with loads of other drivers who all insist on giving you as hard a time as possible. Not to mention that if you crash, get a speeding ticket, blow your engine or run out of Shell Unleaded, you'll be penalised 20 seconds!

So clunk-click, push your pedal to the metal and burn rubber all the way to your local software emporium to give *Test Drive II* a whirl.



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Strider
US Gold

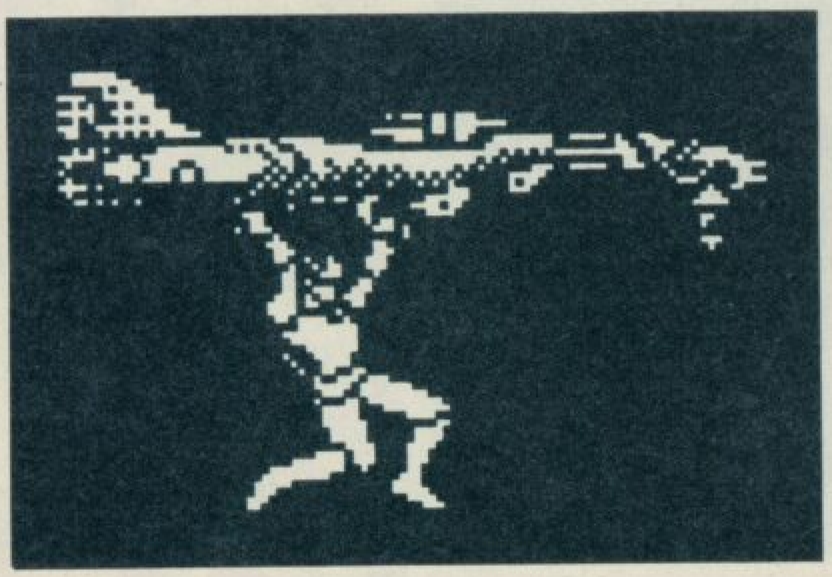
Strider! It was a Capcom coin-op sensation just the other month, but plucky USG has converted it already, and — by jingo! — it's looking even better than *Forgotten Worlds* (to name but one).



Strider

We at *YS* preferred this coin-op anyway — *Strider* lacks the tricky control mechanism of *Fog Worlds*, but more than makes up for it in ingenuity. *Strider* himself is the most agile, leapingest character ever, and very smooth he looks on the Speccy too, as he jumps from platform to platform, chopping his way through Russian guards, robot gorillas, giant musclemen and all manner of Soviet bad guys. It's looking fast, smooth and fun. We'll have the full review next issue. Until then who cares about glastnost?

Strider



Tusker
System 3

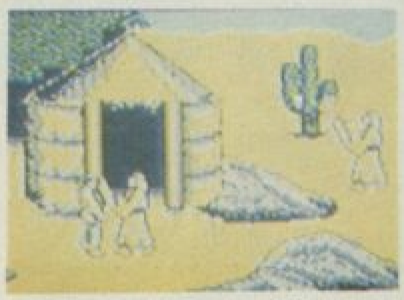
Are you taking the pith? Well, if you're not now, you certainly will be when you play *Tusker*, the latest release from System 3. 'Cos a pith helmet and safari gear are the only things to wear for this game.

It's 1912, and you, a brave, explorer-type chappie, are about to embark upon the greatest adventure of your life — an expedition to the legendary Elephant's Graveyard.

Tusker



Tusker



Yikes! A similar expedition, led by your father a few years before, met with catastrophic results. Hence all that remains of him are his personal effects and a small, dog-eared diary which logs the final events of his last, fatal expedition. Never one to resist a challenge, you decide to succeed where even Tarzan failed, and complete it.

But *Wildlife On One* never prepared you for this trip. Your journey's going to take you through secret caves and snake-ridden deserts, past friendly and not-so-friendly natives, nomads, witch doctors and — eek! — even pterodactyls. So make sure you pack that insect repellent!

Tusker should be appearing in your game parks soon.

Myth



Myth
System 3

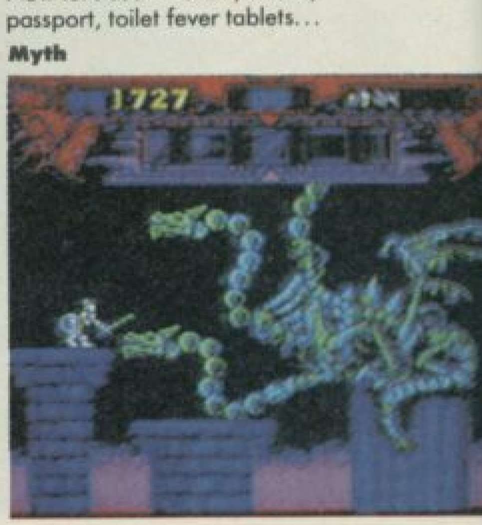
You better dig out your Collins Guide To Greek Mythology before you start playing this latest offering from System 3. 'Cos it's all about spooky myths and legends (like the ancient tale behind the spherical, sucker-shaped bruise which once mysteriously appeared on the forehead of David Wilson. And the less said about that the better!).

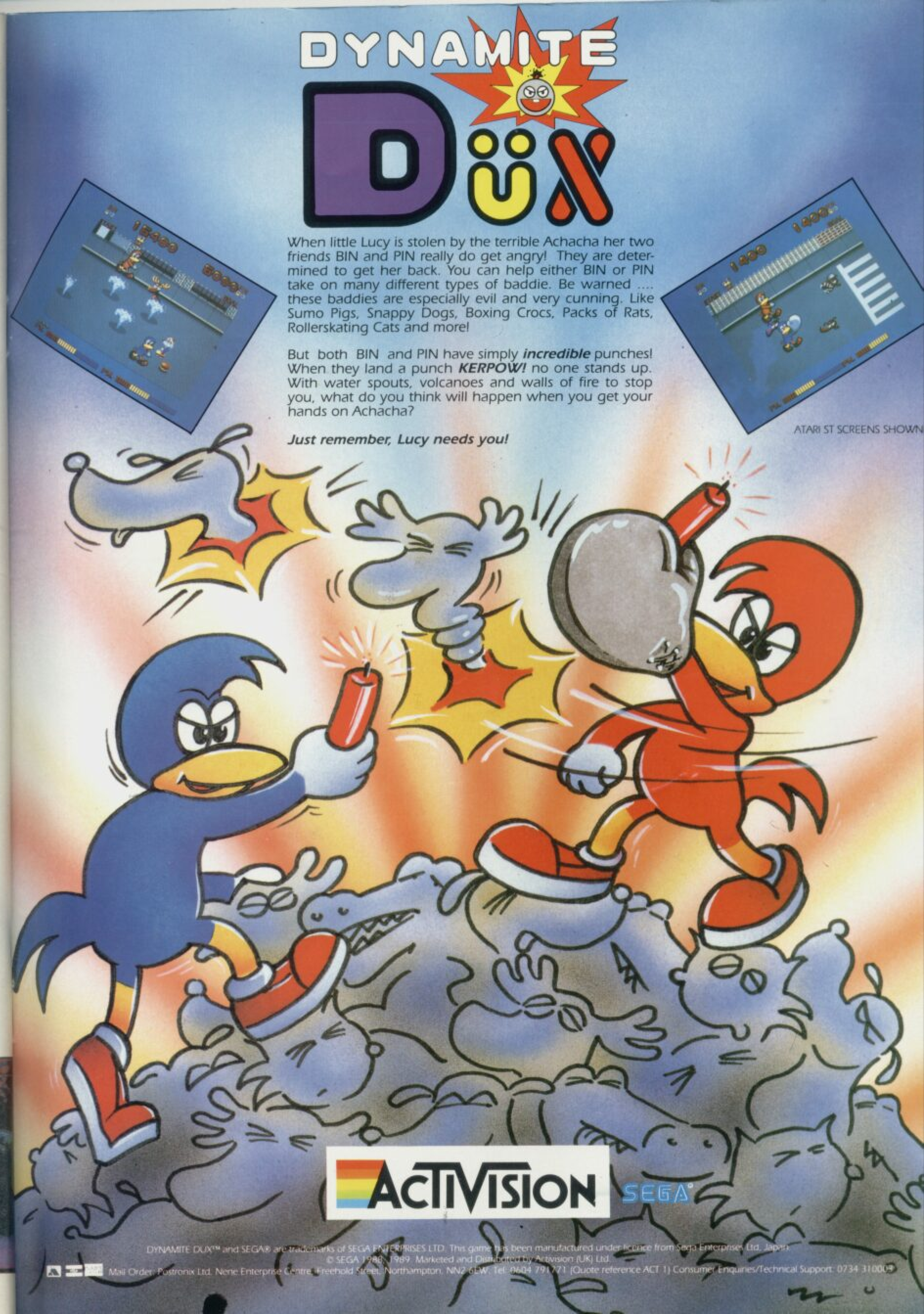
Luckily for you though, the myths in System 3's game are a bit more well known than that — so well known, in fact, that a nasty God called Dammeron has travelled through time, corrupting all the great myths of ancient civilisations, in order to prepare for a mass onslaught against the world. (*It all sounds Greek to me! Ed*)

Erm... anyway, you have been chosen to travel through time to restore these myths to their rightful places in histoire. So, tucking your handy Greek phrase book under your arm, off you trot to do battle with the Greeks, Egyptians and Norse plus all the evil monsters from their legends, like Medusa, Chimera, Hydra, Siren and even, of course, ol' Beelzebub himself.

Both brain and brawn will be needed to finish this game off. So make sure you pack some intelligence in with your sword before you set off on your travels. Now let's see — brain, sword, passport, toilet fever tablets...

Myth




DYNAMITE
DÜX
When little Lucy is stolen by the terrible Achacha her two friends BIN and PIN really do get angry! They are determined to get her back. You can help either BIN or PIN take on many different types of baddie. Be warned .... these baddies are especially evil and very cunning. Like Sumo Pigs, Snappy Dogs, Boxing Crocs, Packs of Rats, Rollerskating Cats and more!
But both BIN and PIN have simply *incredible* punches! When they land a punch ***KERPOW!*** no one stands up. With water spouts, volcanoes and walls of fire to stop you, what do you think will happen when you get your hands on Achacha?
Just remember, Lucy needs you!
ATARI ST SCREENS SHOWN
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